

# STAR TREK™

## A Game For Roleplaying

Adventures in the original series as was, back when



240420.02

GM EYES ONLY

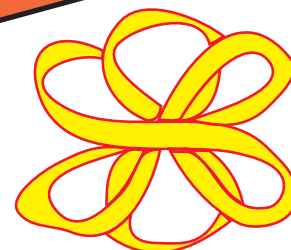
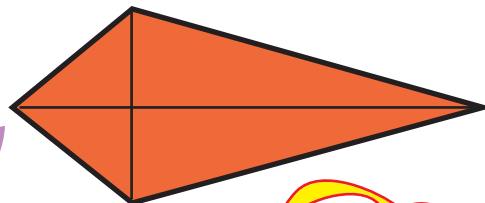
## Campaign

## NPC ROSTER: ADVERSARIES II



2 Skorr  
2 Tholian  
4 Traders  
6 K'Zin  
6 Orions

5 Generic Adversaries



**Jack Photon's**  
*4.0<sup>TH</sup> FANTAVERSARY REVISION*

# **STAR TREK**<sup>TM</sup>

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates  
1983 ~ 2023



21st Century

# HOUSE RULES

for 23rd Century Gaming

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[illegible]

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Cadet

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00



Skorr Citizen



CURRICULAE	Local									
	Continental		Global		Intra-Solar		Near World		Distant World	
VITAE										
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										
13th										
14th										
15th										
16th										
17th										
18th										
19th										

NAME

CAREER

TITLE

POSITION

AGE

SEX

HT

WT

PLMG

EYES

D.O.B

P.O.B

Term Notes

Credits

240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration .....	Gambling .....	Shuttle Sys Tech .....
Anthrop .....	Geology .....	Skorr History .....
.....	History .....	Skorr Law .....
Appraisal .....	.....	Sm Equip Tech .....
.....	Instruction .....	Sports .....
Archaeo .....	Lang Galacta .....	.....
.....	.....	ST Comm Proc .....
Art .....	Law .....	ST Comm Tech .....
.....	.....	ST Engineering .....
Astron/Astrophys .....	Leadership .....	ST Helm .....
Biogenetic Proc .....	Life Support Tech .....	ST Navigation .....
Biogenetic Tech .....	Materials Science .....	ST Sensors .....
Biology .....	Mechanics .....	ST Services .....
Botany .....	Medicine .....	Stealth/Hide .....
Carousing .....	.....	Streetwise .....
Chemistry .....	Meteorology .....	Survival .....
Computer Op .....	Negot/Diplomacy .....	.....
Computer Tech .....	Oceanography .....	Track/Evade .....
Culture .....	Philosophy .....	Trade & Comm .....
.....	.....	Trivia .....
Damage Ctrl Proc .....	Physics .....	.....
Def Shield Tech .....	Psych .....	Variable-G Op .....
Ecology .....	.....	Vehicle Op .....
Electronics .....	Scrounge .....	.....
Enviosuit Op .....	Seduction .....	Warp Drive Tech .....
Gaming .....	Shuttle Pilot .....	Zoology .....

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

NATURAL

CURRENT

SAVE @  
(END 1/2) rd

SAVE  
(END 1/4) rd

UNC  
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS


LUC

POOL

NATURAL

PSI VECTOR

(((INT+CHA+PSI)/3) RD



240420.00

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

ACTION POINT TABLE

A = OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place 1

Stand-to-Sit (reverse) 1

Stand-to-Kneel (reverse) 1

Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn 1/2 all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT / WEAPON USAGE

Short Communication 1

Draw and Ready Device 2

Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

Quick Draw and Fire 3

Fire Ready Weapon 1

Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT / EVASION

Attack min. 3

Parry/Defend min. 2

Dodge min. 3

Duck Thrown Weapon 2

Hide in Same Square 1

Hide in Adjacent Square 4

Roll Sideways 2

Drop-to-Ready 1

Drop-to-Prone 0

Dive-to-Prone 2

Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern PER SETTING

H-T-H

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

RANGE

Point Blank - 15

Short 0

Medium + 15

Long +30

Extreme +45

Size

Specific Location + 15

Very Small +30

Small + 15

Man-size 0

Large - 15

Position

Standing 0

Crouched +05

Prone - 10

Concealment

< 1/3 0

1/3 - 2/3 + 10

2/3+ +30 or more

Movement

Stationary - 15

Moving 0

Running +05

Attacker Modifiers

Aim

Aimed Shot - 25

Snapshot 0

Quick Draw/Shoot +25

Wrong Hand +20

Simultaneous Attacks + 10 each

Movement

Stationary 0

Moving +05

Running + 15

Evading +30

FLIGHT

AP COSTS

F-B-L-R-U-D

Terrain Mods

Severity Multiplier

Weather Multipliers

Launch All, min 5

Land All, min 6

Hover All, min 7

Hopping 1 per 3sq

On-Wing 1 per 5sq

Hi-Alt Soar 1 per 10sq

Dive Bomb Free

Grapple Per Normal

Wind Direction

Head wind 2 4

Tail wind 0.5 0.25

Side wind 1.5 3

Turbulence 3 5

Swells, Thermals\* 1.5 3

\*can be for or against 0.5 0.25

Density, Lt/Hvy\* 2 4

Light Heavy

Lt /Md /Hvy

Wind 1 2 5

Rain 1.25 2.5 4

Snow 1.5 3 5

Sleet 2 5 7

Dust 1.25 2.5 4

Sand 1.75 4 6

# FEDERATION DATABANK

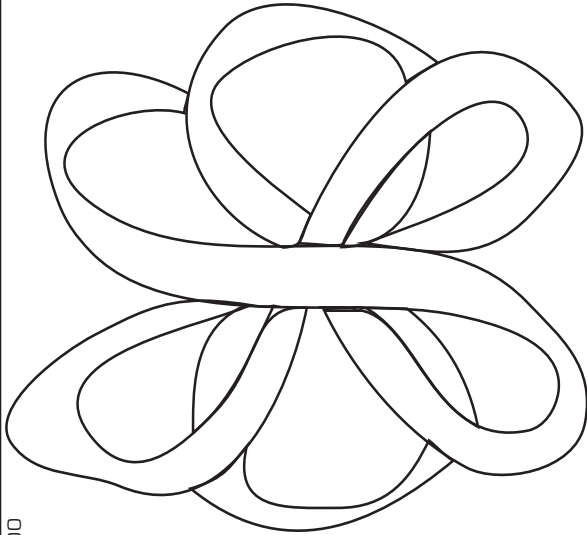
## SKORR INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.
POB	SEX	END	
CAREER	HT	INT	
TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

### SERVICE RECORD

HONORS

ASSIGNMENTS	_____ YEARS SERVED
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	
TERM 15	



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
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4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Cadet

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

Term

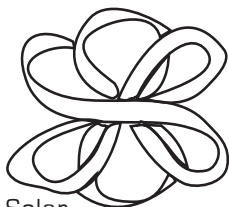
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00

Skorr Citizen



NAME

CAREER

TITLE

POSITION

AGE

SEX

HT

WT

PLMG

EYES

D.O.B

P.O.B

Name

240420.00

	Local	Continental	Global	Intra-Solar	Near World	Distant World	Space Station	Academia	Length
CURRICULAE									
VITAE									OER
1st									
2nd									
3rd									
4th									
5th									
6th									
7th									
8th									
9th									
10th									
11th									
12th									
13th									
14th									
15th									
16th									
17th									
18th									
19th									

Term Notes

Credits

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration .....	Gambling .....	Shuttle Sys Tech .....
Anthrop .....	Geology .....	Skorr History .....
.....	History .....	Skorr Law .....
Appraisal .....	.....	Sm Equip Tech .....
.....	Instruction .....	Sports .....
Archaeo .....	Lang Galacta .....	.....
.....	.....	ST Comm Proc .....
Art .....	Law .....	ST Comm Tech .....
.....	.....	ST Engineering .....
Astron/Astrophys .....	Leadership .....	ST Helm .....
Biogenetic Proc .....	Life Support Tech .....	ST Navigation .....
Biogenetic Tech .....	Materials Science .....	ST Sensors .....
Biology .....	Mechanics .....	ST Services .....
Botany .....	Medicine .....	Stealth/Hide .....
Carousing .....	.....	Streetwise .....
Chemistry .....	Meteorology .....	Survival .....
Computer Op .....	Negot/Diplomacy .....	.....
Computer Tech .....	Oceanography .....	Track/Evade .....
Culture .....	Philosophy .....	Trade & Comm .....
.....	.....	Trivia .....
Damage Ctrl Proc .....	Physics .....	.....
Def Shield Tech .....	Psych .....	Variable-G Op .....
Ecology .....	.....	Vehicle Op .....
Electronics .....	Scrounge .....	.....
Enviosuit Op .....	Seduction .....	Warp Drive Tech .....
Gaming .....	Shuttle Pilot .....	Zoology .....



# FEDERATION DATABANK

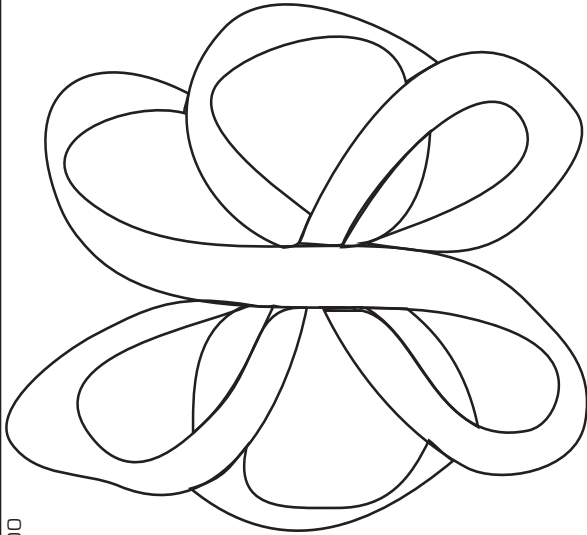
## SKORR INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	<u>TOP SKILLS</u>
POB	SEX	END	1.
CAREER	HT	INT	2.
TITLE	WT	DEX	3.
CURRENT ASSIGNMENT	HAIR	CHA	4.
	EYES	COOL	5.
	D.O.B.	LUC	
		PSI	

### SERVICE RECORD

HONORS

ASSIGNMENTS	_____ YEARS SERVED
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	
TERM 15	





Name

Homeworld

Tholians do not have Family, Status, Parents, Siblings, Friends, Enemies or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20  
1 - O Nihil Nada

Lifepath

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10
	11
	12
	13
	14
	15
	16
	17
	18
	19
	20

History and Notes

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

- 1.
- 2.
- 3.

Awards and Honors

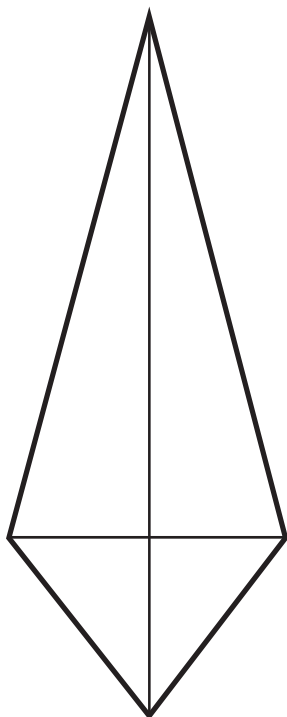
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

240420.00

Dreams and Directions

# THOLIAN ASSEMBLY



240420.00

NAME

CLASS **I** II III IV V

SIZE S M L

SPECIALTY

ASSIGN

AGE

HT

HUE

D.O.B

P.O.B

Name

TOURS  
AGE LENGTH

	0
	1st
	2nd
	3rd
	4th
	5th
	6th
	7th
	8th
	9th
	10th
	11th
	12th
	13th
	14th
	15th
	16th
	17th
	18th
	19th
	20th

GENERAL TOUR NOTES

STR	END	INT	DEX	CHA	COOL	LUC
FOOLIES	PERCEPTION		FOCUS		PERSEVERANCE	
<b>N/A</b>	((INT+LUC)/2) round down +10		((INT+COOL)/2) round down +05		((END+LUC)/2) round down -10	((INT+LUC)/2) round down -10

Administration .....	Interrogation .....	ST Comm Tech .....
Appraisal .....	Intimidate .....	ST Engineering .....
.....	Lang .....	ST Helm .....
Art .....	.....	ST Navigation .....
.....	Law .....	ST Security .....
Astron/Astrophys .....	.....	ST Sensors .....
Biology .....	Leadership .....	ST Weapons Op .....
Bribery .....	Life Support Tech .....	ST Weapons Tech .....
Chemistry .....	Materials Science .....	Streetwise .....
Combat H-T-H .....	Mechanics .....	Surveillance .....
Armed .....	Medicine .....	Tholian History .....
Computer Op .....	.....	Tholian Law .....
Computer Tech .....	Meteorology .....	Track/Evade .....
Culture .....	Negot/Diplomacy .....	Trade & Comm .....
.....	Pers Wpn Tech .....	Trivia .....
Damage Ctrl Proc .....	Philosophy .....	.....
Def Shield Tech .....	.....	Variable-G Op .....
Demolitions .....	Physics .....	Vehicle Op .....
Ecology .....	Psych .....	.....
Electronics .....	.....	Warp Drive Tech .....
Gaming .....	Shuttle Pilot .....	.....
Gambling .....	Shuttle Sys Tech .....	.....
Geology .....	Sm Equip Tech .....	.....
History .....	Sm Unit Tactics .....	.....
.....	ST Cbt Tac/Str .....	.....
Instruction .....	ST Comm Proc .....	.....

ACTION POINTS	UNCONSCIOUS	NATURAL
1	1	CURRENT
2	2	SAVE @ (END 1/2) rd
3	3	SAVE (END 1/4) rd
4	4	UNC (END 1/10) rd
5	5	
6	17	
7	18	
8	19	
9	20	
10	21	
11	22	
12	23	
13	24	
14	25	
15	26	
16	27	

WOUND FATIGUE STUN

LUC POOL NATURAL

240420.00

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE \_\_\_\_\_

H-T-H SKILL BONUS + \_\_\_\_\_

TOTAL = \_\_\_\_\_

WEAPON DAMAGE

STR BONUS + \_\_\_\_\_

SKILL BONUS + \_\_\_\_\_




















TOTAL = \_\_\_\_\_

## TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

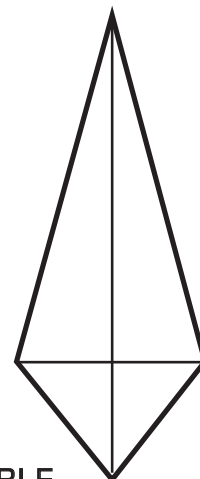
Modern	PER SETTING
H-T-H	

## ACTION POINT TABLE = OPPORTUNITY ACTION

POSITION CHANGE	
 Turn in Place	1
Stand-to-Sit (reverse)	1
 Stand-to-Kneel (reverse)	1
 Kneel-to-Prone (reverse)	1
MOVEMENT	
Walk 1sq Orthogonal	1
Diagonal	1.5
Evade 1sq Orthogonal	2
Diagonal	3
Crawl 1sq Orthogonal	2
Diagonal	3
Run for Full Turn	1/2 all AP
Climb Stairs/Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
EQUIPMENT / WEAPON USAGE	
 Short Communication	1
Draw and Ready Device	2
 Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
 Quick Draw and Fire	3
 Fire Ready Weapon	1
 Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
COMBAT / EVASION	
 Attack	min. 3
 Parry/Defend	min. 2
 Dodge	min. 3
 Duck Thrown Weapon	2
 Hide in Same Square	1
 Hide in Adjacent Square	4
 Roll Sideways	2
 Drop-to-Ready	1
 Drop-to-Prone	0
 Dive-to-Prone	2
 Dive Roll	4
Flying Tackle	min. 4
TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

## TO-HIT MODIFIERS

TARGET MODIFIERS	DIE MOD
RANGE	
Point Blank	- 15
Short	0
Medium	+ 15
Long	+30
Extreme	+45
Size	
Specific Location	+ 15
Very Small	+30
Small	+ 15
Man-size	0
Large	- 15
Position	
Standing	0
Crouched	+05
Prone	- 10
Concealment	
< 1/3	0
1/3 - 2/3	+10
2/3+	+30 or more
Movement	
Stationary	- 15
Moving	0
Running	+05
Attacker Modifiers	
Aim	
Aimed Shot	- 25
Snapshot	0
Quick Draw/Shoot	+25
Wrong Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+05
Running	+ 15
Evading	+30



# THE ASSEMBLY DATABANK

## THOLIAN INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE-	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POF	CAT	END	
SPECIALTY	SIZE	INT	
TITLE	MASS	DEX	
CURRENT ASSIGNMENT	HT	CHA	
	HUE	COOL	
	D.O.B.	LUC	

## SERVICE RECORD

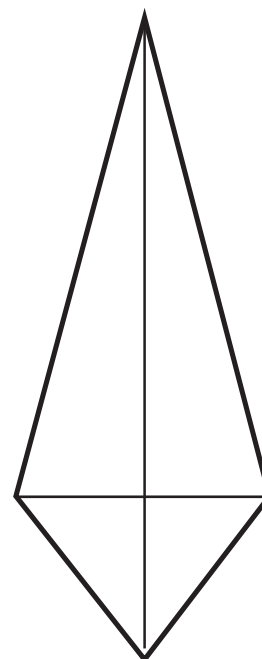
NOTES

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14
- TERM 15

240420.00



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Lifepath Table Replaces Book 4, p.20  
1 - O Nihil Nada

Lifepath

Term	1
	2
	3
	4
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	6
	7
	8
	9
	10
	11
	12
	13
	14
	15
	16
	17
	18
	19
	20

History and Notes

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

- 1.
- 2.
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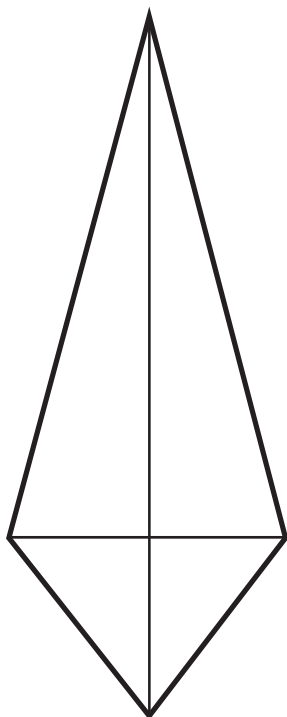
Cadet

Term	1
	2
	3
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	10

Dreams and Directions

240420.00

# THOLIAN ASSEMBLY



240420.00

NAME

CLASS **I** II III IV V

SIZE S M L

SPECIALTY

ASSIGN

AGE

HT

HUE

D.O.B

P.O.B

Name

TOURS  
AGE LENGTH

	0
	1st
	2nd
	3rd
	4th
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GENERAL TOUR NOTES

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Gambling .....	Sm Unit Tactics .....	
Geology .....	ST Cbt Tac/Str .....	
History .....	ST Comm Proc .....	
Instruction .....		

<b>WOUND</b>    	<b>FATIGUE</b>    	<b>STUN</b>    	<b>LUC</b> <b>POOL</b>  <b>NATURAL</b>
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<b>ATTRIBUTE FATIGUE EFFECTS</b>    	
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<b>BARE HAND DAMAGE</b> _____ <b>H-T-H SKILL BONUS +</b> _____ <b>TOTAL =</b> _____  <b>WEAPON DAMAGE</b> _____ <b>STR BONUS +</b> _____ <b>SKILL BONUS +</b> _____ <b>TOTAL =</b> _____	<b>TO-HIT T</b> (SKILL + DEX)/2 _____  <b>Modern</b> _____ <b>H-T-H</b> _____     
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<b>ACTION POINT TABLE</b> = Opportunity Action <table style="width: 100%; border-collapse: collapse;"> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; padding: 2px;">Position</th> <th style="text-align: left; padding: 2px;">Change</th> <th style="text-align: left; padding: 2px;"></th> </tr> <tr> <td style="padding: 2px;"> Turn in Place</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;">Stand-to-Sit (reverse)</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Stand-to-Kneel (reverse)</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Kneel-to-Prone (reverse)</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; padding: 2px;">Movement</th> <th style="text-align: left; padding: 2px;"></th> <th style="text-align: left; padding: 2px;"></th> </tr> <tr> <td style="padding: 2px;">Walk 1sq Orthogonal</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;">Diagonal</td> <td style="padding: 2px;">1.5</td> <td></td> </tr> <tr> <td style="padding: 2px;">Evade 1sq Orthogonal</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;">Diagonal</td> <td style="padding: 2px;">3</td> <td></td> </tr> <tr> <td style="padding: 2px;">Crawl 1sq Orthogonal</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;">Diagonal</td> <td style="padding: 2px;">3</td> <td></td> </tr> <tr> <td style="padding: 2px;">Run for Full Turn</td> <td style="padding: 2px;">1/2 all AP</td> <td></td> </tr> <tr> <td style="padding: 2px;">Climb Stairs/Ladder</td> <td style="padding: 2px;">2x AP</td> <td></td> </tr> <tr> <td style="padding: 2px;">Climb Rope</td> <td style="padding: 2px;">3x AP</td> <td></td> </tr> <tr> <td style="padding: 2px;">Swim</td> <td style="padding: 2px;">2x AP</td> <td></td> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; padding: 2px;">Equipment/Weapon Usage</th> <th style="text-align: left; padding: 2px;"></th> <th style="text-align: left; padding: 2px;"></th> </tr> <tr> <td style="padding: 2px;"> Short Communication</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;">Draw and Ready Device</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Operate Familiar Device</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;">Draw and Ready Weapon</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;">Aim Weapon</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Quick Draw and Fire</td> <td style="padding: 2px;">3</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Fire Ready Weapon</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Throw Ready Weapon</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;">Adjust Weapon Settings</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;">Reload Weapon</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; padding: 2px;">Combat/Evasion</th> <th style="text-align: left; padding: 2px;"></th> <th style="text-align: left; padding: 2px;"></th> </tr> <tr> <td style="padding: 2px;"> Attack</td> <td style="padding: 2px;">min. 3</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Parry/Defend</td> <td style="padding: 2px;">min. 2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Dodge</td> <td style="padding: 2px;">min. 3</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Duck Thrown Weapon</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Hide in Same Square</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Hide in Adjacent Square</td> <td style="padding: 2px;">4</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Roll Sideways</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Drop-to-Ready</td> <td style="padding: 2px;">1</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Drop-to-Prone</td> <td style="padding: 2px;">0</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Dive-to-Prone</td> <td style="padding: 2px;">2</td> <td></td> </tr> <tr> <td style="padding: 2px;"> Dive Roll</td> <td style="padding: 2px;">4</td> <td></td> </tr> <tr> <td style="padding: 2px;">Flying Tackle</td> <td style="padding: 2px;">min. 4</td> <td></td> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; 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1/3</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">1/3 - 2/3</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">2/3+</td> </tr> <tr style="background-color: #f2f2f2;"> <td style="padding: 2px;">Movement</td> <td></td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">Stationary</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">Moving</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">Running</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: left; padding: 2px;">Attacker Modifiers</th> <th style="text-align: left; padding: 2px;"></th> </tr> <tr> <td style="padding: 2px;">Aim</td> <td></td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">Aimed Shot</td> </tr> <tr> </tr></table>	Target Modifiers		Range			Point Blank		Short		Medium		Long		Extreme	Size			Specific L		Very Small		Small		Man-size		Large	Position			Standing		Crouched		Prone	Concealment			< 1/3		1/3 - 2/3		2/3+	Movement			Stationary		Moving		Running			Attacker Modifiers		Aim			Aimed Shot
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TO-HIT MODIFIERS		
Target	Modifiers	Die Mod
Range		
	Point Blank	- 15
	Short	0
	Medium	+ 15
	Long	+30
	Extreme	+45
Size		
	<i>Specific Location</i>	+ 15
	Very Small	+30
	Small	+ 15
	Man-size	0
	Large	- 15
Position		
	Standing	0
	Crouched	+05
	Prone	- 10
Concealment		
	< 1/3	0
	1/3 - 2/3	+10
	2/3+	+30 or more
Movement		
	Stationary	- 15
	Moving	0
	Running	+05
Attacker Modifiers		
Aim		
	Aimed Shot	- 25
	Snapshot	0
	Quick Draw/Shoot	+25
	Wrong Hand	+20
	Simultaneous Attacks +10 each	
Movement		
	Stationary	0
	Moving	+05
	Running	+ 15
	Evading	+30



# THE ASSEMBLY DATABANK

## THOLIAN INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE-	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POF	CAT	END	
SPECIALTY	SIZE	INT	
TITLE	MASS	DEX	
CURRENT ASSIGNMENT	HT	CHA	
	HUE	COOL	
	D.O.B.	LUC	

## SERVICE RECORD

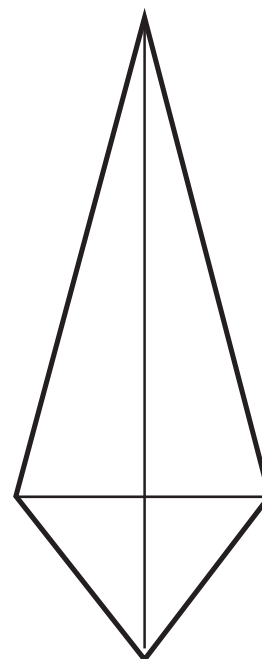
NOTES

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14
- TERM 15

240420.00



1	2	3	4	5	6	7	8	9	10	11





# GUILD DATABANK

## MERCANTILE INFONET PERSONNEL RECORDS

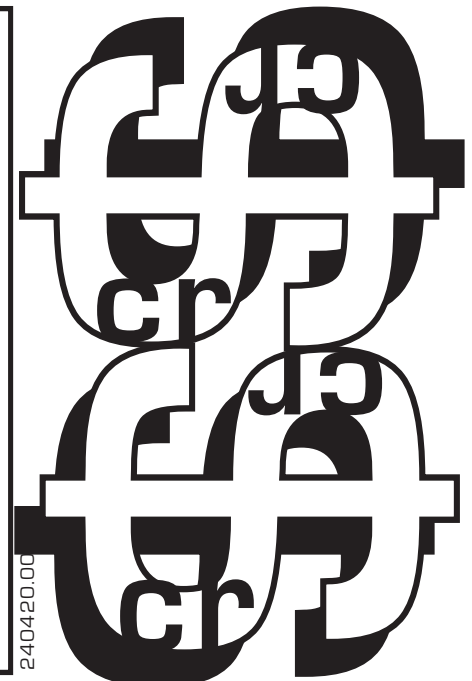
NAME	AGE	STR	<b>TOP SKILLS</b>	
SPECIES	SEX	END	1.	
POB	HT	INT	2.	
BACKGROUND	WT	DEX	3.	
SPECIALTY	HAIR	CHA	<b>Merchant's Ticket</b>	<b>Master's License</b>
RANK/POSITION	EYES	COOL	Y/N/R	Y/N/R
ASSIGNMENT	D.O.B.	LUC	<small>STATUS AS OF STARDATE:</small>	<small>STATUS AS OF STARDATE:</small>
		PSI	Dept Y/N	Cmd Y/N
			Head Y/N	School Y/N
			Ship Y/N	Contact Y/N
			Owner Y/N	Team N/F
			2nd Career	Y/N

## SERVICE RECORD

HONORS
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<b>ASSIGNMENTS</b>	_____ YEARS SERVED
CADET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Schools (R) Retired (SF, KE, RSE, etc)  
Frontier/Adversary  
Major Space Lanes  
Minor Space Lanes  
Academy Instructor  
Inspection & Compliance  
Outpost Support  
Yard Master  
Length

CONTACT TEAM
Y/N/F

PSI

PERSEVERANCE	
C)/2)	((INT+LUC)/2)
n	round down

Administration.....	Demolitions .....	Meteorology .....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy .....	ST Wpns Tech .....
.....	Ecology.....	Oceanography.....	Stealth/Hide .....
Appraisal.....	Electronics .....	Pers Wpn Tech .....	Streetwise .....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	.....	Survival .....
.....	Gaming.....	Physics.....	.....
Art.....	Gambling.....	Psych .....	Track/Evade.....
.....	Geology.....	.....	Trade & Comm.....
Astron/Astrophys.....	History.....	Scrounge .....	Trivia.....
Biology.....	.....	Seduction.....	.....
Botany .....	Instruction .....	Shuttle Pilot .....	Variable-G Op.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Vehicle Op.....
Burglary .....	Intimidate.....	Sm Equip Tech .....	.....
Carousing.....	Lang.....	Sm Unit Tactics.....	Warp Drive Tech .....
Chemistry.....	.....	Sports .....	Zoology.....
Combat H-T-H.....	Law.....	.....	.....
Marks, Modern.....	.....	ST Cbt Tac/Str.....	.....
Armed .....	Leadership .....	ST Comm Proc.....	.....
Archaic.....	Life Support Tech.....	ST Comm Tech .....	.....
Computer Op.....	Materials Science.....	ST Engineering .....	.....
Computer Tech.....	Mechanics.....	ST Helm.....	.....
Culture .....	Medicine .....	ST Navigation.....	.....
.....	.....	ST Security.....	.....
Damage Ctrl Proc.....	Mercantile History.....	ST Sensors.....	.....
Def Shield Tech.....	Mercantile Law.....	ST Services .....	.....



1

2

3

4

5

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7

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9

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11

12

13

14

15

16

NATURAL

CURRENT

SAVE  
(END 1/2 rd)

SAVE  
(END 1/4 rd)

UNC  
(END 1/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

ACTION POINT TABLE

A=OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place 1

Stand-to-Sit (reverse) 1

Stand-to-Kneel (reverse) 1

Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn 1/2 all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT/WEAPON USAGE

Short Communication 1

Draw and Ready Device 2

Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

Quick Draw and Fire 3

Fire Ready Weapon 1

Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT/EVASION

Attack min. 3

Parry/Defend min. 2

Dodge min. 3

Duck Thrown Weapon 2

Hide in Same Square 1

Hide in Adjacent Square 4

Roll Sideways 2

Drop-to-Ready 1

Drop-to-Prone 0

Dive-to-Prone 2

Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

# G U I L D O A T A B A N K MERCANTILE INFONET PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
SPECIES	SEX	END	1.	
POB	HT	INT	2.	
BACKGROUND	WT	DEX	3.	
SPECIALTY	HAIR	CHA	Merchant's Ticket Y/N/R	Master's License Y/N/R
RANK/POSITION	EYES	COOL	STATUS AS OF STARDATE: STATUS AS OF STARDATE:	
ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI	Ship Owner Y/N	Contact Team Y/N
			2nd Career Y/N	

## SERVICE RECORD

HONORS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

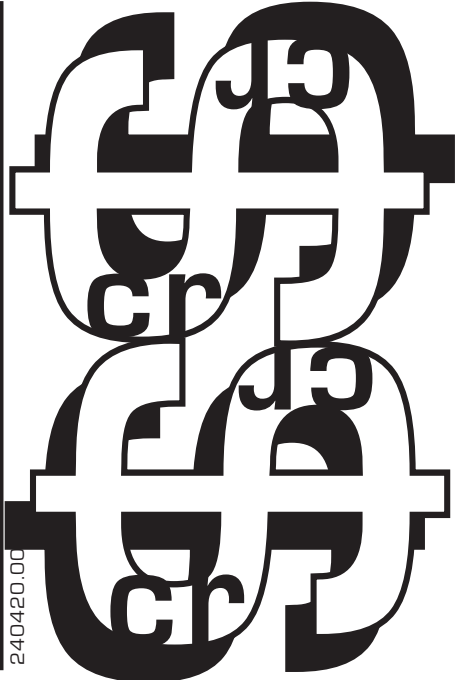
TERM 11

TERM 12

TERM 13

TERM 14

\_\_\_\_\_ YEARS SERVED



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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Length

AGE

9th  
7th

[illegible]

## RETIRED NOTES

CONTACT TEAM
Y/N/F

PSI

PERSEVERANCE	
C)/2)	((INT+LUC)/2)
n	round down

Administration.....	Demolitions .....	Meteorology .....	ST Weapons Op.....
Anthrop.....	Disguise .....	Negot/Diplomacy .....	ST Wpns Tech .....
.....	Ecology .....	Oceanography.....	Stealth/Hide .....
Appraisal.....	Electronics .....	Pers Wpn Tech .....	Streetwise .....
.....	Enviosuit Op.....	Philosophy .....	Surveillance.....
Archaeo.....	Forgery.....	.....	Survival .....
.....	Gaming.....	Physics.....	.....
Art.....	Gambling.....	Psych .....	Track/Evade.....
.....	Geology.....	.....	Trade & Comm.....
Astron/Astrophys.....	History.....	Scrounge .....	Trivia.....
Biology.....	.....	Seduction.....	.....
Botany .....	Instruction .....	Shuttle Pilot .....	Variable-G Op.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Vehicle Op.....
Burglary .....	Intimidate.....	Sm Equip Tech .....	.....
Carousing .....	Lang.....	Sm Unit Tactics.....	Warp Drive Tech .....
Chemistry.....	.....	Sports.....	Zoology.....
Combat H-T-H.....	Law.....	.....	.....
Marks, Modern.....	.....	ST Cbt Tac/Str.....	.....
Armed .....	Leadership .....	ST Comm Proc.....	.....
Archaic.....	Life Support Tech.....	ST Comm Tech .....	.....
Computer Op.....	Materials Science.....	ST Engineering .....	.....
Computer Tech.....	Mechanics.....	ST Helm.....	.....
Culture.....	Medicine .....	ST Navigation.....	.....
.....	.....	ST Security.....	.....
Damage Ctrl Proc.....	Mercantile History.....	ST Sensors.....	.....
Def Shield Tech.....	Mercantile Law.....	ST Services .....	.....

ACTION POINTS	UNCONSCIOUS - SAVE	NATURAL	WOUND	FATIGUE	STUN	LUC POOL	PSI VECTOR ((INT+CHA+PSI)/3) RD
1		CURRENT				NATURAL	
2			<u>ATTRIBUTE FATIGUE EFFECTS</u>				
3		SAVE (END 1/2 rd)					
4		SAVE (END 1/4 rd)	<u>BARE HAND DAMAGE</u> _____ H-T-H SKILL BONUS + _____ TOTAL = _____				
5		UNC (END 1/10 rd)	<u>WEAPON DAMAGE</u> STR BONUS + _____ SKILL BONUS + _____ TOTAL = _____				
6							
7			ACTION POINT TABLE    ⚡=OPPORTUNITY ACTION				
8			<b>POSITION CHANGE</b> ⚡ Turn in Place 1 Stand-to-Sit (reverse) 1 ⚡ Stand-to-Kneel (reverse) 1 ⚡ Kneel-to-Prone (reverse) 1				
9			<b>MOVEMENT</b> Walk 1sq Orthogonal 1 Diagonal 1.5 Evade 1sq Orthogonal 2 Diagonal 3 Crawl 1sq Orthogonal 2 Diagonal 3 Run for Full Turn 1/2 all AP Climb Stairs/Ladder 2x AP Climb Rope 3x AP Swim 2x AP				
10			<b>EQUIPMENT / WEAPON USAGE</b> ⚡ Short Communication 1 Draw and Ready Device 2 ⚡ Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 ⚡ Quick Draw and Fire 3 ⚡ Fire Ready Weapon 1 ⚡ Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2				
11			<b>COMBAT / EVASION</b> ⚡ Attack min. 3 ⚡ Parry/Defend min. 2 ⚡ Dodge min. 3 ⚡ Duck Thrown Weapon 2 ⚡ Hide in Same Square 1 ⚡ Hide in Adjacent Square 4 ⚡ Roll Sideways 2 ⚡ Drop-to-Ready 1 ⚡ Drop-to-Prone 0 ⚡ Dive-to-Prone 2 ⚡ Dive Roll 4 Flying Tackle min. 4				
12			<b>TERRAIN MULTIPLIERS</b> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x-4x AP				
13							
14							
15							
16							

# GUILD DATABANK

## MERCANTILE INFONET PERSONNEL RECORDS

NAME	AGE	STR	<b>TOP SKILLS</b>	
SPECIES	SEX	END	1.	
POB	HT	INT	2.	
BACKGROUND	WT	DEX	3.	
SPECIALTY	HAIR	CHA	<b>Merchant's Ticket</b> Y/N/R	<b>Master's License</b> Y/N/R
RANK/POSITION	EYES	COOL	<small>STATUS AS OF STARDATE:</small>	<small>STATUS AS OF STARDATE:</small>
ASSIGNMENT	D.O.B.	LUC	Dept Y/N Head Y/N	Cmd Y/N School Y/N
		PSI	Ship Y/N Owner Y/N	Contact Y/N Team Y/N
			2nd Career Y/N	

## SERVICE RECORD

HONORS

**ASSIGNMENTS** \_\_\_\_\_ YEARS SERVED

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

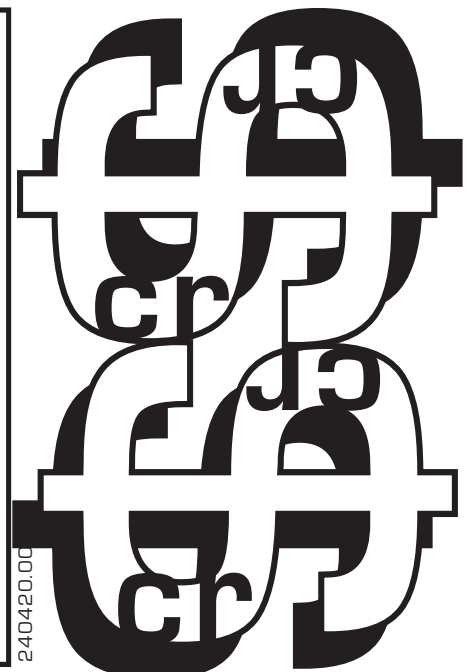
TERM 10

TERM 11

TERM 12

TERM 13

TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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# GUILD DATABANK

## MERCANTILE INFONET PERSONNEL RECORDS

NAME		AGE	STR	<b>TOP SKILLS</b>									
SPECIES	POB	SEX	END	1.									
BACKGROUND		HT	INT	2.									
SPECIALTY		WT	DEX	3.									
RANK/POSITION		HAIR	CHA	<table border="1"> <tr> <td><b>Merchant's Ticket</b></td> <td><b>Master's License</b></td> </tr> <tr> <td>Y/N/R</td> <td>Y/N/R</td> </tr> <tr> <td><small>STATUS AS OF STARDATE:</small></td> <td><small>STATUS AS OF STARDATE:</small></td> </tr> </table>		<b>Merchant's Ticket</b>	<b>Master's License</b>	Y/N/R	Y/N/R	<small>STATUS AS OF STARDATE:</small>	<small>STATUS AS OF STARDATE:</small>		
<b>Merchant's Ticket</b>	<b>Master's License</b>												
Y/N/R	Y/N/R												
<small>STATUS AS OF STARDATE:</small>	<small>STATUS AS OF STARDATE:</small>												
ASSIGNMENT		EYES	COOL	<table border="1"> <tr> <td>Dept</td> <td>Y/N</td> <td>Cmd</td> <td>Y/N</td> </tr> <tr> <td>Head</td> <td></td> <td>School</td> <td></td> </tr> </table>		Dept	Y/N	Cmd	Y/N	Head		School	
Dept	Y/N	Cmd	Y/N										
Head		School											
		D.O.B.	LUC	<table border="1"> <tr> <td>Ship</td> <td>Y/N</td> <td>Contact</td> <td>Y/N</td> </tr> <tr> <td>Owner</td> <td></td> <td>Team</td> <td></td> </tr> </table>		Ship	Y/N	Contact	Y/N	Owner		Team	
Ship	Y/N	Contact	Y/N										
Owner		Team											
			PSI	2nd Career Y/N									

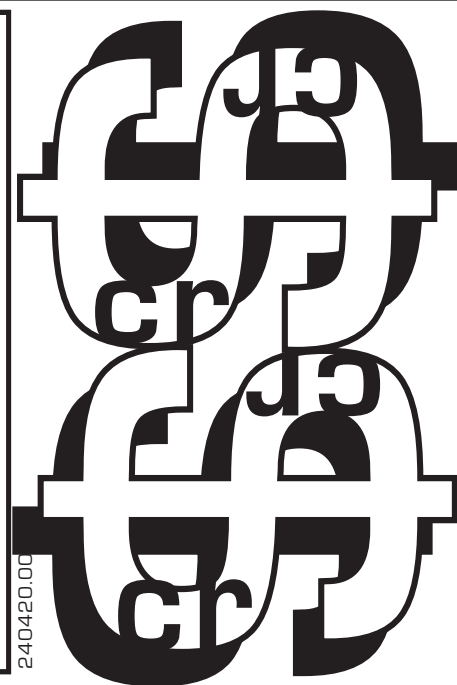
## SERVICE RECORD

HONORS

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

**Personal Notes and Lifepath**

**Homeworld**

K’Zin do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20  
1 - 3 Lucky Dog/ Headaches  
4 - 7 Friends & Enemies  
8 - 0 Nihil Nada

Lifepath  
Academy  
Gauntlet  
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Goals and Ambitions

Areas of Improvement  
Skills                      Attribute

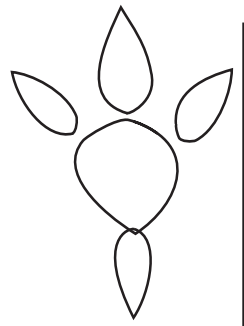
- 1.
- 2.
- 3.

Feats of Heroism/Repudiation  
Gauntlet  
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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# Nomen

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Administration.....	Demolitions .....	Meteorology .....	ST Wpns Tech .....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	Stealth/Hide*.....
.....	Ecology .....	Oceanography.....	Streetwise .....
Appraisal.....	Electronics .....	Pers Wpn Tech .....	Survival*.....
.....	Enviosuit Op.....	Philosophy .....	.....
Archaeo.....	Forgery.....	.....	Torture .....
.....	Gaming .....	Physics.....	Track/Evade .....
Art*.....	Gambling.....	Psych .....	Trade & Comm....
.....	Geology.....	.....	Trivia.....
Astron/Astrophys.....	History.....	Scrounge .....	.....
Biology .....	.....	Shuttle Pilot .....	Variable-G Op.....
Botany .....	Instruction .....	Shuttle Sys Tech.....	Vehicle Op.....
Bribery.....	Interrogation.....	Sm Equip Tech .....	.....
Burglary .....	Intimidate*.....	Sm Unit Tactics.....	Warp Drive Tech .....
Carousing .....	K'Zinti History.....	Sports*.....	Zoology .....
Chemistry.....	K'Zinti Law .....	.....	.....
Combat H-T-H*.....	Lang <u>Galacta</u> .....	ST Cbt Tac/Str.....	.....
Marks, Modern*.....	.....	ST Comm Proc .....	.....
Armed*.....	Law <u>Federation</u> .....	ST Comm Tech .....	.....
Archaic*.....	.....	ST Engineering .....	.....
Computer Op.....	Leadership .....	ST Helm.....	.....
Computer Tech.....	Life Support Tech.....	ST Navigation.....	.....
Culture.....	Materials Science .....	ST Security.....	.....
.....	Mechanics.....	ST Sensors.....	.....
Damage Ctrl Proc.....	Medicine.....	ST Services .....	.....
Def Shield Tech.....	.....	ST Weapons Op.....	.....

1

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15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END:SAVE @  
(END 1/2 rd)-(1/10 END rd)

@ 1/4 END:SAVE @  
(END 1/4 rd)-(1/10 END rd)

@ 1/10 END: UNC @  
(END 1/10 rd)-(1/10 UNDRD)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC

POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

Attacker Modifiers

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# PATRIARCHY DATABANK

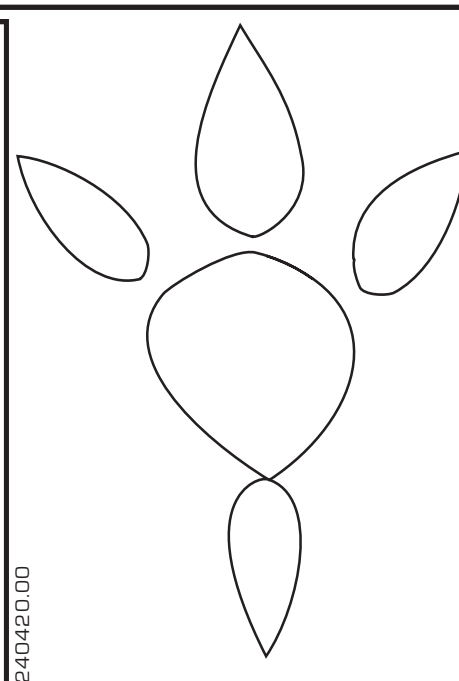
## K'ZINTI INFONET PUBLIC PERSONNEL RECORDS

NOMEN	<b>CLOUT</b>	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB		HT	END	
SPECIALTY		WT	INT	
POSITION		FUR	DEX	
CURRENT ASSIGNMENT		EYES	CHA	
		D.O.B.	COOL	
			LUC	
			PSI	

## SERVICE RECORD

FEATS OF HEROISM, TALES OF REPUDIATION

<b>ASSIGNMENTS</b>	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



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Name

Personal Notes and Lifepath

Homeworld

K'Zin do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20  
1 - 3 Lucky Dog/ Headaches  
4 - 7 Friends & Enemies  
8 - 0 Nihil Nada

Lifepath  
Academy  
Gauntlet  
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Goals and Ambitions

Areas of Improvement  
Skills                      Attribute

- 1.
- 2.
- 3.

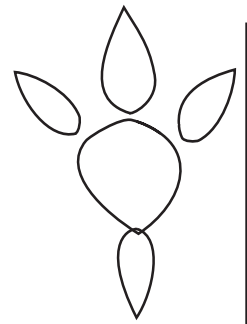
Feats of Heroism/Repudiation  
Gauntlet  
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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# K'Zin Warrior



Nomen

							Nomen										
							Specialty										
							Position										
							Assign										
							Age										
							Ht										
							Wt										
							D.O.B.										
							P.O.B										
<b>ACTIVE DUTY</b>	Privateer	Searchers	Patrol	Security	Base/Station	LENGTH	Notes	<b>CLOUT</b>									
	Gauntlet																
	Term 1																
	Term 2																
	Term 3																
	Term 4																
	Term 5																
	Term 6																
	Term 7																
	Term 8																
	Term 9																
	Term 10																
Term 11																	
							Achievements	240420.00									
STR		END		INT		DEX		CHA		COOL		LUC		PSI			
<b>FOOLIES</b> ((CHA+COOL)/2) round down -10				<b>PERCEPTION</b> ((INT+LUC)/2) round down -10				<b>FOCUS</b> ((INT+COOL)/2) round down -05				<b>PERSEVERANCE</b> ((END+LUC)/2) round down -10				<b>PERSEVERANCE</b> ((INT+LUC)/2) round down +10	

**MAX INTELLECT/SKILL LEVEL RATING = 74 (\*may qualify as "physical-based" skill = 99)**

Administration.....	Demolitions .....	Meteorology .....	ST Wpns Tech .....
Anthrop.....	Disguise.....	Negot/Diplomacy .....	Stealth/Hide*.....
Appraisal.....	Ecology.....	Oceanography.....	Streetwise .....
.....	Electronics .....	Pers Wpn Tech ....	Survival*.....
.....	Enviosuit Op.....	Philosophy.....	.....
Archaeo.....	Forgery.....	.....	Torture .....
.....	Gaming.....	Physics.....	Track/Evade .....
Art*.....	Gambling.....	Psych .....	Trade & Comm....
.....	Geology.....	.....	Trivia.....
Astron/Astrophys.....	History.....	Scrounge .....	.....
Biology .....	.....	Shuttle Pilot .....	Variable-G Op.....
Botany .....	Instruction .....	Shuttle Sys Tech....	Vehicle Op.....
Bribery.....	Interrogation.....	Sm Equip Tech .....	.....
Burglary .....	Intimidate*.....	Sm Unit Tactics....	Warp Drive Tech .....
Carousing.....	K'Zinti History .....	Sports*.....	Zoology .....
Chemistry.....	K'Zinti Law .....	.....	.....
Combat H-T-H*.....	Lang Galacta.....	ST Cbt Tac/Str.....	.....
Marks, Modern*.....	.....	ST Comm Proc.....	.....
Armed*.....	Law Federation.....	ST Comm Tech .....	.....
Archaic*.....	.....	ST Engineering.....	.....
Computer Op.....	Leadership .....	ST Helm.....	.....
Computer Tech.....	Life Support Tech.....	ST Navigation.....	.....
Culture.....	Materials Science .....	ST Security.....	.....
.....	Mechanics.....	ST Sensors.....	.....
Damage Ctrl Proc.....	Medicine.....	ST Services .....	.....
Def Shield Tech.....	.....	ST Weapons Op....	.....

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END:SAVE @  
(END 1/2 rd)-(1/10 END rd)

@ 1/4 END:SAVE @  
(END 1/4 rd)-(1/10 END rd)

@ 1/10 END: UNC @  
(END 1/10 rd)-(1/10 UNDRD)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC

POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

Attacker Modifiers

Aim

Movement

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# PATRIARCHY DATABANK

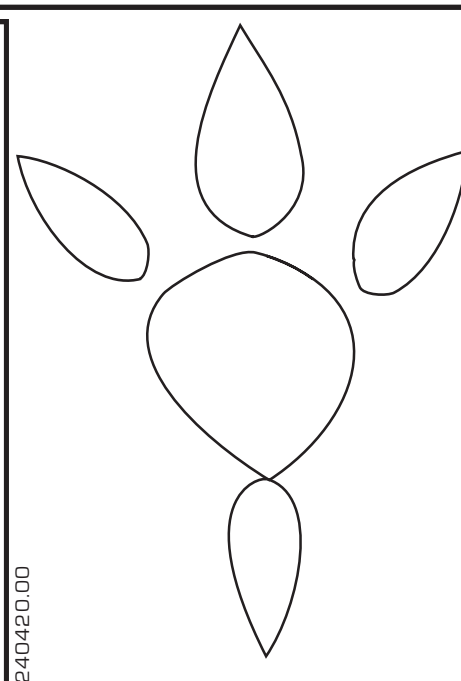
## K'ZINTI INFONET PUBLIC PERSONNEL RECORDS

NOMEN	<b>CLOUT</b>	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB		HT	END	
SPECIALTY		WT	INT	
POSITION		FUR	DEX	
CURRENT ASSIGNMENT		EYES	CHA	
		D.O.B.	COOL	
			LUC	
			PSI	

## SERVICE RECORD

FEATS OF HEROISM, TALES OF REPUDIATION

<b>ASSIGNMENTS</b>	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



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**Name**

## Personal Notes and Lifepath

# Homeworld

## Areas of Improvement

## Skills

Attribute

1.

2.

3.

**K'Zin do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.**

## Lifepath Table Replaces Book 4, p.20

### 1 - 3 Lucky Dog/ Headaches

## 4 - 7 Friends & Enemies

8 - 0 Nihil Nada

### Feats of Heroism/Repudiation

## Gauntlet

Term

1

2

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## Lifepath

## Academy

## Gauntlet

Term

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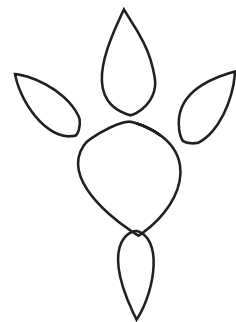
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## History and Notes

## Goals and Ambitions

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# K'Zin Warrior



Nomen

							Nomen	
							Specialty	
							Position	
							Assign	
							Age	
							Ht	
							Wt	
							D.O.B.	
							P.O.B	
<b>ACTIVE DUTY</b> Gauntlet Term 1 Term 2 Term 3 Term 4 Term 5 Term 6 Term 7 Term 8 Term 9 Term 10 Term 11	Privateer	Searchers	Patrol	Security	Base/Station	LENGTH	Notes           Achievements	<b>CLOUT</b>           240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
<b>FOOLIES</b> $((CHA+COOL)/2)$ round down -10		<b>PERCEPTION</b> $((INT+LUC)/2)$ round down -10		<b>FOCUS</b> $((INT+COOL)/2)$ round down -05		<b>PERSEVERANCE</b> $((END+LUC)/2)$ round down -10 $((INT+LUC)/2)$ round down +10	

**MAX INTELLECT/SKILL LEVEL RATING = 74 (\*may qualify as "physical-based" skill = 99)**

Administration.....	Demolitions .....	Meteorology .....	ST Wpns Tech .....
Anthrop.....	Disguise.....	Negot/Diplomacy .....	Stealth/Hide*.....
Appraisal.....	Ecology.....	Oceanography.....	Streetwise .....
.....	Electronics .....	Pers Wpn Tech ....	Survival*.....
.....	Enviosuit Op.....	Philosophy.....	.....
Archaeo.....	Forgery.....	.....	Torture .....
.....	Gaming.....	Physics.....	Track/Evade .....
Art*.....	Gambling.....	Psych .....	Trade & Comm....
.....	Geology.....	.....	Trivia.....
Astron/Astrophys.....	History.....	Scrounge .....	.....
Biology .....	.....	Shuttle Pilot .....	Variable-G Op.....
Botany .....	Instruction .....	Shuttle Sys Tech....	Vehicle Op.....
Bribery.....	Interrogation.....	Sm Equip Tech .....	.....
Burglary .....	Intimidate*.....	Sm Unit Tactics....	Warp Drive Tech .....
Carousing.....	K'Zinti History .....	Sports*.....	Zoology .....
Chemistry.....	K'Zinti Law .....	.....	.....
Combat H-T-H*.....	Lang Galacta.....	ST Cbt Tac/Str.....	.....
Marks, Modern*.....	.....	ST Comm Proc.....	.....
Armed*.....	Law Federation.....	ST Comm Tech .....	.....
Archaic*.....	.....	ST Engineering.....	.....
Computer Op.....	Leadership .....	ST Helm.....	.....
Computer Tech.....	Life Support Tech.....	ST Navigation.....	.....
Culture.....	Materials Science .....	ST Security.....	.....
.....	Mechanics.....	ST Sensors.....	.....
Damage Ctrl Proc.....	Medicine.....	ST Services .....	.....
Def Shield Tech.....	.....	ST Weapons Op....	.....

1

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UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END:SAVE @  
(END 1/2 rd)-(1/10 END rd)

@ 1/4 END:SAVE @  
(END 1/4 rd)-(1/10 END rd)

@ 1/10 END: UNC @  
(END 1/10 rd)-(1/10 UND rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

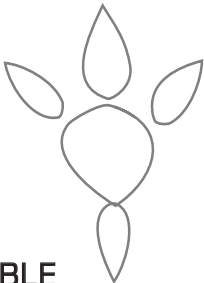
LUC

POOL

NATURAL

PSI VECTOR

(((INT+CHA+PSI)/3) RD)



TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

RANGE

Point Blank

Short

Medium

Long

Extreme

Size

Specific Location

Very Small

Small

Man-size

Large

Position

Standing

Crouched

Prone

Concealment

< 1/3

1/3 - 2/3

2/3+

Movement

Stationary

Moving

Running

Attacker Modifiers

Aim

Aimed Shot

Snapshot

Quick Draw/Shoot

Wrong Hand

Simultaneous Attacks + 10 each

Movement

Stationary

Moving

Running

Evading

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place

Stand-to-Sit (reverse)

Stand-to-Kneel (reverse)

Kneel-to-Prone (reverse)

MOVEMENT

Walk 1sq Orthogonal

Diagonal

Evade 1sq Orthogonal

Diagonal

Crawl 1sq Orthogonal

Diagonal

Run for Full Turn

Climb Stairs/Ladder

Climb Rope

Swim

EQUIPMENT / WEAPON USAGE

Short Communication

Draw and Ready Device

Operate Familiar Device

Draw and Ready Weapon

Aim Weapon

Quick Draw and Fire

Fire Ready Weapon

Throw Ready Weapon

Adjust Weapon Settings

Reload Weapon

COMBAT / EVASION

Attack

Parry/Defend

Dodge

Duck Thrown Weapon

Hide in Same Square

Hide in Adjacent Square

Roll Sideways

Drop-to-Ready

Drop-to-Prone

Dive-to-Prone

Dive Roll

Flying Tackle

TERRAIN MULTIPLIERS

Clear, Road or Path

Hills, Light Vegetation

Swampy, Rocky, Hvy Veg

Cliffs, Rough Terrain

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# PATRIARCHY DATABANK

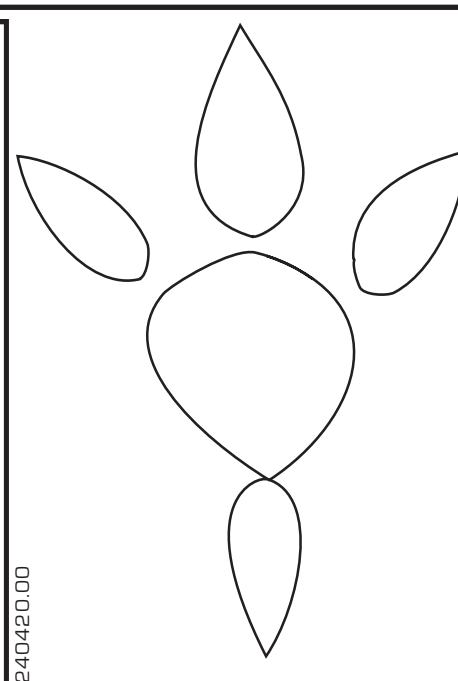
## K'ZINTI INFONET PUBLIC PERSONNEL RECORDS

NOMEN	<b>CLOUT</b>	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB		HT	END	
SPECIALTY		WT	INT	
POSITION		FUR	DEX	
CURRENT ASSIGNMENT		EYES	CHA	
		D.O.B.	COOL	
			LUC	
			PSI	

## SERVICE RECORD

FEATS OF HEROISM, TALES OF REPUDIATION

<b>ASSIGNMENTS</b>	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



240420.00

Name

**Personal Notes and Lifepath**

**Homeworld**

K’Zin do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20  
1 - 3 Lucky Dog/ Headaches  
4 - 7 Friends & Enemies  
8 - 0 Nihil Nada

Lifepath  
Academy  
Gauntlet  
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Goals and Ambitions

Areas of Improvement  
Skills                      Attribute

- 1.
- 2.
- 3.

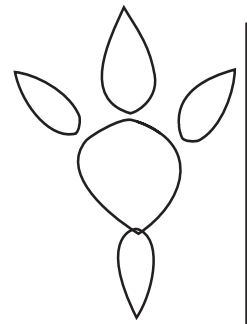
Feats of Heroism/Repudiation  
Gauntlet  
Term

- 1
- 2
- 3
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- 8
- 9
- 10

240420.00



# K'Zin Warrior



Nomen

							Nomen										
							Specialty										
							Position										
							Assign										
							Age										
							Ht										
							Wt										
							D.O.B.										
							P.O.B										
<b>ACTIVE DUTY</b>	Privateer	Searchers	Patrol	Security	Base/Station	LENGTH	Notes	<b>CLOUT</b>									
	Gauntlet																
	Term 1																
	Term 2																
	Term 3																
	Term 4																
	Term 5																
	Term 6																
	Term 7																
	Term 8																
	Term 9																
	Term 10																
Term 11																	
							Achievements	240420.00									
STR		END		INT		DEX		CHA		COOL		LUC		PSI			
<b>FOOLIES</b> ((CHA+COOL)/2) round down -10				<b>PERCEPTION</b> ((INT+LUC)/2) round down -10				<b>FOCUS</b> ((INT+COOL)/2) round down -05				<b>PERSEVERANCE</b> ((END+LUC)/2) round down -10				<b>PERSEVERANCE</b> ((INT+LUC)/2) round down +10	

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.....	Enviosuit Op.....	Philosophy.....	.....
Archaeo.....	Forgery.....	.....	Torture .....
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UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END:SAVE @  
(END 1/2 rd)-(1/10 END rd)

@ 1/4 END:SAVE @  
(END 1/4 rd)-(1/10 END rd)

@ 1/10 END: UNC @  
(END 1/10 rd)-(1/10 UNDRD)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

Attacker Modifiers

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# PATRIARCHY DATABANK

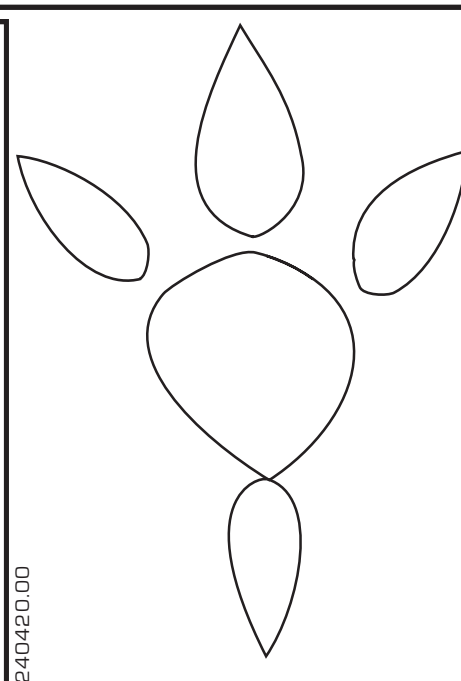
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POB		HT	END	
SPECIALTY		WT	INT	
POSITION		FUR	DEX	
CURRENT ASSIGNMENT		EYES	CHA	
		D.O.B.	COOL	
			LUC	
			PSI	

## SERVICE RECORD

FEATS OF HEROISM, TALES OF REPUDIATION

<b>ASSIGNMENTS</b>	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



240420.00

Name

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Lifepath  
Academy  
Gauntlet  
Term

- 1
- 2
- 3
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- 8
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- 10

History and Notes

Goals and Ambitions

Areas of Improvement  
Skills                      Attribute

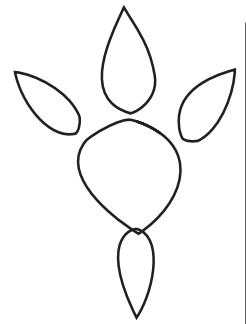
- 1.
- 2.
- 3.

Feats of Heroism/Repudiation  
Gauntlet  
Term

- 1
- 2
- 3
- 4
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- 7
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- 9
- 10

240420.00

# K'Zin Warrior



Nomen

							Nomen	
							Specialty	
							Position	
							Assign	
							Age	
							Ht	
							Wt	
							D.O.B.	
							P.O.B	
<b>ACTIVE DUTY</b> Gauntlet Term 1 Term 2 Term 3 Term 4 Term 5 Term 6 Term 7 Term 8 Term 9 Term 10 Term 11	Privateer	Searchers	Patrol	Security	Base/Station	LENGTH	Notes           Achievements	<b>CLOUT</b>           240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
<b>FOOLIES</b> $((CHA+COOL)/2)$ round down -10		<b>PERCEPTION</b> $((INT+LUC)/2)$ round down -10		<b>FOCUS</b> $((INT+COOL)/2)$ round down -05		<b>PERSEVERANCE</b> $((END+LUC)/2)$ round down -10 $((INT+LUC)/2)$ round down +10	

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.....	Enviosuit Op.....	Philosophy.....	.....
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.....	Mechanics.....	ST Sensors.....	.....
Damage Ctrl Proc.....	Medicine.....	ST Services .....	.....
Def Shield Tech.....	.....	ST Weapons Op....	.....

ACTION POINTS

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UNCONSCIOUS SAVES

NATURAL CURRENT @ 1/2 END.SAVE @ [END 1/2 rd]-{1/10 END rd} @ 1/4 END.SAVE @ [END 1/4 rd]-{1/10 END rd} @ 1/10 END. UNC @ [END 1/10 rd]-{1/10 UNDRD}

WOUND FATIGUE STUN LUC POOL NATURAL PSI VECTOR ((INT+CHA+PSI)/3) RD

ATTRIBUTE FATIGUE EFFECTS BARE HAND DAMAGE H-T-H SKILL BONUS + TOTAL = WEAPON DAMAGE STR BONUS + SKILL BONUS + TOTAL =

ACTION POINT TABLE ⚡=OPPORTUNITY ACTION POSITION CHANGE Turn in Place 1 Stand-to-Sit (reverse) 1 Stand-to-Kneel (reverse) 1 Kneel-to-Prone (reverse) 1 MOVEMENT Walk 1sq Orthogonal 1 Diagonal 1.5 Evade 1sq Orthogonal 2 Diagonal 3 Crawl 1sq Orthogonal 2 Diagonal 3 Run for Full Turn 1/2 all AP Climb Stairs/Ladder 2x AP Climb Rope 3x AP Swim 2x AP EQUIPMENT /WEAPON USAGE Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2 COMBAT/EVASION Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive-to-Prone 2 Dive Roll 4 Flying Tackle min. 4 TERRAIN MULTIPLIERS Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hwy Veg 3x AP Cliffs,Rough Terrain 2x-4x AP

TO-HIT TABLE (SKILL + DEX)/2=TOHIT DAMAGE Modern PER SETTING H-T-H TO-HIT MODIFIERS TARGET MODIFIERS RANGE Point Blank - 15 Short 0 Medium + 15 Long +30 Extreme +45 Size Specific Location + 15 Very Small +30 Small + 15 Man-size 0 Large - 15 Position Standing 0 Crouched +05 Prone - 10 Concealment < 1/3 0 1/3 - 2/3 + 10 2/3+ +30or more Movement Stationary - 15 Moving 0 Running +05 Attacker Modifiers Aim Aimed Shot - 25 Snapshot 0 Quick Draw/Shoot +25 Wrong Hand +20 Simultaneous Attacks + 10 each Movement Stationary 0 Moving +05 Running + 15 Evading +30

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# PATRIARCHY DATABANK

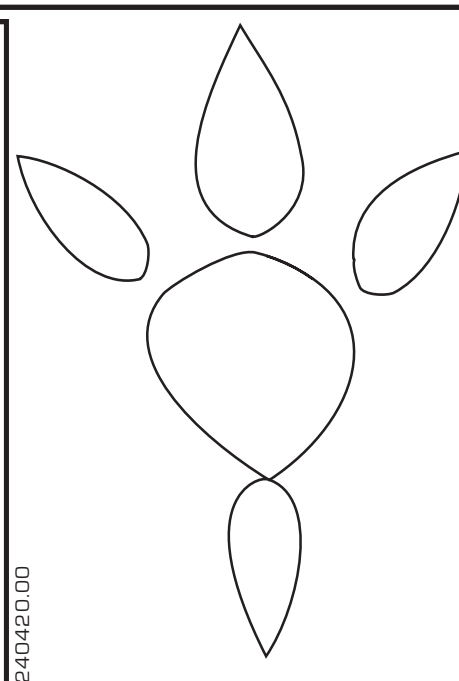
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POB		HT	END	
SPECIALTY		WT	INT	
POSITION		FUR	DEX	
CURRENT ASSIGNMENT		EYES	CHA	
		D.O.B.	COOL	
			LUC	
			PSI	

## SERVICE RECORD

FEATS OF HEROISM, TALES OF REPUDIATION

<b>ASSIGNMENTS</b>	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



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Name

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4 - 7 Friends & Enemies  
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Lifepath  
Academy  
Gauntlet  
Term

- 1
- 2
- 3
- 4
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- 6
- 7
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- 9
- 10

History and Notes

Goals and Ambitions

Areas of Improvement  
Skills                      Attribute

- 1.
- 2.
- 3.

Feats of Heroism/Repudiation  
Gauntlet  
Term

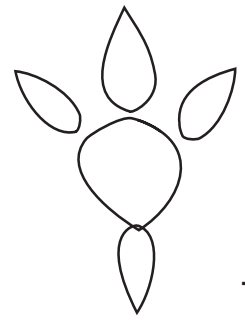
- 1
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- 5
- 6
- 7
- 8
- 9
- 10

240420.00



# K'Zin Telepath

Nomen Telepath



Nomen Telepath

Age  
Ht  
Wt  
D.O.B.  
P.O.B

Assign

**ACTIVE DUTY**

Privateer/Continental  
Searchers/Global  
Patrol/Intra-solar  
Security/Near World  
Base/Station  
**LENGTH**

Gauntlet						
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						
Term 11						

Notes

**CLOUT**

**1**

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STR	END	INT	DEX	CHA	COOL	LUC	PSI
<b>FOOLIES</b> [(CHA+COOL)/2] round down -10		<b>PERCEPTION</b> [(INT+LUC)/2] round down -10		<b>FOCUS</b> [(INT+COOL)/2] round down -05		<b>PERSEVERANCE</b> [(END+LUC)/2] round down -10	

MAX INTELLECT/SKILL LEVEL RATING = 74

(\* may qualify as "physical-based" skill = 99)

Art\* \_\_\_\_\_

Astron/Astrophys. \_\_\_\_\_

Combat H-T-H\* \_\_\_\_\_

Marks, Modern\* \_\_\_\_\_

Armed\* \_\_\_\_\_

Computer Op. .... \_\_\_\_\_

Culture \_\_\_\_\_

Enviosuit Op. .... \_\_\_\_\_

Interrogation. .... \_\_\_\_\_

K'Zinti History. .... \_\_\_\_\_

K'Zinti Law. .... \_\_\_\_\_

Lang Galacta \_\_\_\_\_

\_\_\_\_\_

ST Comm Proc. .... \_\_\_\_\_

ST Sensors. .... \_\_\_\_\_

ST Services. .... \_\_\_\_\_

Survival\* \_\_\_\_\_

\_\_\_\_\_

Trivia \_\_\_\_\_

\_\_\_\_\_

Variable-G Op. .... \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## K'ZINTI PSIONIC LIMITATIONS AND REFERENCE NOTES

LEVEL 1	AP COST	EFFECT
<b>SENSE LIFE</b>	1d10+5	Range is GM Discretion, consult the Clairs.
<b>SENSE INTENT</b>	1d10/3 rd	Range is GM Discretion, consult the Clairs.
<b>SHIELD</b>	1	Requires no FOCUS, absorbs add'l 1/2 Pool rating in dmg.
<b>SURFACE</b>	1d10+	Depends on complexity, the 'Short-Sentence' AP rule.
LEVEL 2	AP COST	EFFECT
<b>ASSAULT</b>	0	1d10 per 1/5 Subj PSI ATT rd + UNC save, dice +50.
<b>DREDGE</b>	1d10+5	1d10 AP lost fighting your inner demons.
<b>MIND TOUCH</b>	1	Per 5 thoughts/questions, FOCUS/Turn to maintain.
<b>PETRIFY</b>	1d10/3 rd	Frozen motionless for 1d10 Turns.
<b>PSI BURST</b>	0	Anyone got a mop? Knocked UNC for 1d10T+ 1T/[1/10 PSI ATT rd]
<b>SUGGEST</b>	1+	Depends on complexity, the 'Short-Sentence' AP rule.
PSI DICE DAMAGE		
Each power does 1d10 per Level per interaction to the Target's PSI, no matter the duration of each		
<b>Contact Type</b>	<b>Die Mod</b>	<b>POOL STATUS</b>
Mind touch, one-way		<b>EFFECT</b>
Basic concept or feeling	0	<b>Psionic Fatigue</b>
Short message, complex concept	-10	1/2 save vs. full PSI Pool once or fall UNC 2d10+10 mins
<b>Subject</b>		1/4 save vs. half PSI Pool rd per power used or fall UNC 4d10+20 mins
<b>Intelligence</b>		1/10 Save vs. quarter PSI Pool rd per power used or fall 8d10+40 mins
Intelligent Humanoid	+10	1/20 Autowash. Your spin cycle will last 16d10+60 mins whereupon normal REST will allow your PSI Pool to begin filling again.
Intelligent non-Humanoid	0	<input type="checkbox"/> Welcome to Comatosis Permanentus. Nothing will be happening
Semi-intelligent creature	-10	
Unintelligent creature or animal	-25	
Unknown creature type	-20	
<b>State of mind</b>		
Willing telepath	+ half PSI of less skilled	
Willing non-telepath	+25	
Unresisting or unaware	+10	
Aware and consciously resisting	- half PSI of subject	
Friendly or mentally sympathetic	+10	
Previously mind-touched	+10	
<b>Conditions</b>		
<b>Surroundings</b>		
Total quiet, no one else present	+15	
Comfortable, familiar location	+10	
Touching subject	+20	
Subject in sight, not touched	0	
Subject distant	-10 or more	
Telepathica Sentiens		
PSI Attribute Range	PSI Attribute	Cost Powers
01 - 10	Proximity	01 - 50 1 1
11 - 25	Horizon	51 - 00 5 2
26 - 50	Hemisphere	
51 - 75	Orbital	
76 - 90	Planetary	
91 - 99	Solar	
00	Extra-solar	

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END:SAVE @  
[END 1/2 rd]-[1/10 END rd]

@ 1/4 END:SAVE @  
[END 1/4 rd]-[1/10 END rd]

@ 1/10 END: UNC @  
[END 1/10 rd]-[1/10 END rd]

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR

PSI POOL

NATURAL

[(INT+CHA+PSI)/3] RD

TELEPATH

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place 1

Stand-to-Sit (reverse) 1

Stand-to-Kneel (reverse) 1

Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn 1/2 all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT / WEAPON USAGE

Short Communication 1

Draw and Ready Device 2

Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

Quick Draw and Fire 3

Fire Ready Weapon 1

Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT / EVASION

Attack min. 3

Parry/Defend min. 2

Dodge min. 3

Duck Thrown Weapon 2

Hide in Same Square 1

Hide in Adjacent Square 4

Roll Sideways 2

Drop-to-Ready 1

Drop-to-Prone 0

Dive-to-Prone 2

Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

RANGE

Point Blank - 15

Short 0

Medium + 15

Long +30

Extreme +45

Size

Specific Location + 15

Very Small +30

Small + 15

Man-size 0

Large - 15

Position

Standing 0

Crouched +05

Prone - 10

Concealment

< 1/3 0

1/3 - 2/3 +10

2/3+ +30 or more

Movement

Stationary - 15

Moving 0

Running +05

Attacker Modifiers

Aim

Aimed Shot - 25

Snapshot 0

Quick Draw/Shoot +25

Wrong Hand +20

Simultaneous Attacks + 10 each

Movement

Stationary 0

Moving +05

Running + 15

Evading +30

240420.00

# PATRIARCHY DATABANK

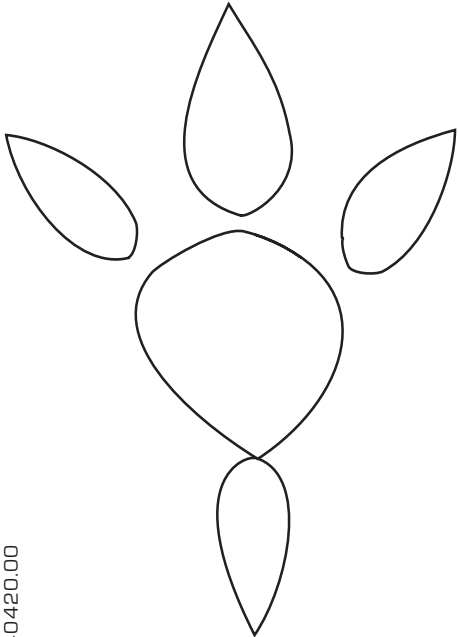
## K'ZINTI INFONET TELEPATH RECORDS

NOMEN	TELEPATH	CLOUT 1	AGE	STR	TOP SKILLS 1. 2. 3.
POB			HT	END	
			WT	INT	
SPECIALTY	TELEPATH		FUR	DEX	TELEPATH PSI VECTOR
POSITION	TELEPATH		EYES	CHA	
CURRENT ASSIGNMENT		D.O.B.	COOL		
			LUC		
			PSI		

### SERVICE RECORD

NOTES

ASSIGNMENTS	_____ YEARS SERVED
GAUNTLET	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00

# Orion Spacer



ACTIVE DUTY TOURS	SPECIALTY														
	Schools	C=Cmd	D=Dept	Public Relations	Academy Instructor	Major Space Lanes	Minor Space Lanes	Inspection & Compliance	Outpost Support	Yard Master	Frontier	Length	Ship	IOER	Crew
1st															
2nd															
3rd															
4th															
5th															
6th															
7th															
8th															
9th															
10th															
11th															
12th															
13th															
14th															
15th															
16th															
17th															
18th															
19th															
20th															

NAME	AGE
RACE	SEX
SPECIALTY	HT
RANK/TITLE	WT
ASSIGN/SHIP	HAIR
	EYES
	D.O.B
	P.O.B
	SOCIO CLASS
	CREDITS

Name

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down +05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down	

**MAX INTELLECT SKILL LEVEL RATING: RUDDY = 89 / GREEN = 84 (\*may qualify as "physical-based" skill = 99)**

Administration.....	Def Shield Tech .....	Meteorology .....	ST Security.....
Anthrop.....	Demolitions .....	Negot/Diplomacy..	ST Sensors .....
.....	Disguise.....	Oceanography.....	ST Services .....
Appraisal .....	Ecology.....	Orion History .....	ST Weapons Op ..
.....	Electronics .....	Orion Law .....	ST Wpns Tech ....
Archaeo.....	Enviosuit Op.....	Pers Wpn Tech ....	Stealth/Hide*.....
.....	Forgery.....	Philosophy .....	Streetwise .....
Art*.....	Gaming.....	.....	Surveillance.....
.....	Gambling.....	Physics .....	Survival*.....
Astron/Astrophys. ....	Geology.....	Psych .....	.....
Biology .....	History.....	.....	Torture.....
Botany .....	.....	Scrounge .....	Track/Evade .....
Bribery.....	Instruction.....	Seduction*.....	Trade & Comm....
Burglary .....	Interrogation.....	Shuttle Pilot.....	Trivia.....
Carousing*.....	Intimidate.....	Shuttle Sys Tech...	.....
Chemistry.....	Lang.....	Sm Equip Tech ....	Variable-G Op*....
Combat H-T-H*.....	.....	Sm Unit Tactics....	Vehicle Op.....
Marks, Modern*.....	Law .....	Sports*.....	.....
..... Armed*.....	.....	.....	Warp Drive Tech ..
..... Archaic*.....	Leadership .....	ST Cbt Tac/Str.....	Zoology.....
Computer Op.....	Life Support Tech.....	ST Comm Proc.....	.....
Computer Tech.....	Materials Science.....	ST Comm Tech .....	.....
Culture.....	Mechanics .....	ST Engineering .....	.....
.....	Medicine.....	ST Helm.....	.....
Damage Ctrl Proc.....	.....	ST Navigation.....	.....



# SYNDICATE DATABANK

## ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	<u>TOP SKILLS</u>	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI		

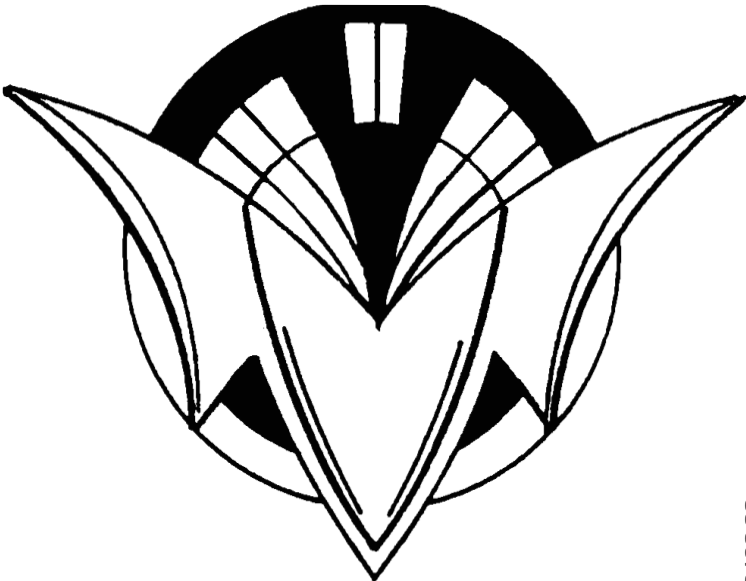
### SERVICE RECORD

HONORS

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00





1

2

3

4

5

CONSCIOUS SAVES

NATURAL

CURRENT

SAVE @  
(END 1/2) rd

SAVE  
(END 1/4) rd

UNC  
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC POOL

NATURAL

PSI VECTOR

(((INT+CHA+PSI)/3) RD

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

ACTION POINT TABLE = OPPORTUNITY ACTION

POSITION CHANGE	
Turn in Place	1
Stand-to-Sit (reverse)	1
Stand-to-Kneel (reverse)	1
Kneel-to-Prone (reverse)	1
MOVEMENT	
Walk 1sq Orthogonal	1
Diagonal	1.5
Evade 1sq Orthogonal	2
Diagonal	3
Crawl 1sq Orthogonal	2
Diagonal	3
Run for Full Turn	1/2 all AP
Climb Stairs/Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
EQUIPMENT/WEAPON USAGE	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
COMBAT/EVASION	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive-to-Prone	2
Dive Roll	4
Flying Tackle	min. 4
TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

TO-HIT MODIFIERS		
TARGET	MODIFIERS	DIE MOD
RANGE		
	Point Blank	- 15
	Short	0
	Medium	+ 15
	Long	+30
	Extreme	+45
Size		
	Specific Location	+ 15
	Very Small	+30
	Small	+ 15
	Man-size	0
	Large	- 15
Position		
	Standing	0
	Crouched	+05
	Prone	- 10
Concealment		
	< 1/3	0
	1/3 - 2/3	+ 10
	2/3+	+30 or more
Movement		
	Stationary	- 15
	Moving	0
	Running	+05
Attacker Modifiers		
Aim		
	Aimed Shot	- 25
	Snapshot	0
	Quick Draw/Shoot	+ 25
	Wrong Hand	+20
	Simultaneous Attacks	+ 10 each
Movement		
	Stationary	0
	Moving	+05
	Running	+ 15
	Evading	+30

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SYNDICATE

DATABANK

ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head	Y/N
		PSI	Cmd School	Y/N

SERVICE RECORD

HONORS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

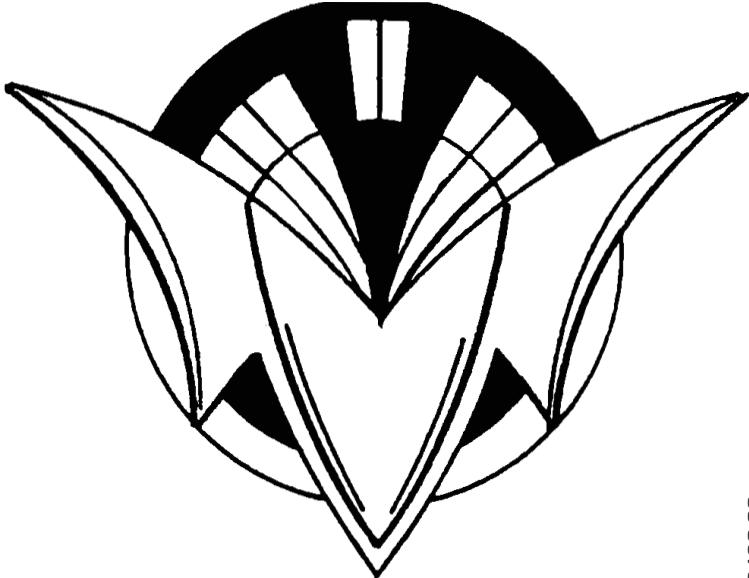
TERM 11

TERM 12

TERM 13

TERM 14

\_\_\_\_\_ YEARS SERVED



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Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Hr/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement  
SkillsAttribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

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# Orion Spacer



ACTIVE DUTY TOURS	Schools C=Cmd D=Dept									
	Public Relations	Academy Instructor	Major Space Lanes	Minor Space Lanes	Inspection & Compliance	Outpost Support	Yard Master	Frontier	Length	Ship IOER Crew
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										
13th										
14th										
15th										
16th										
17th										
18th										
19th										
20th										

NAME

RACE

SPECIALTY

RANK/TITLE

ASSIGN/SHIP

General Tour Notes

AGE

SEX

HT

WT

HAIR

EYES

D.O.B

P.O.B

Name


SOCIO  
CLASS

CREDITS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
<b>FOOLIES</b> [(CHA+COOL)/2] round down +05		<b>PERCEPTION</b> [(INT+LUC)/2] round down		<b>FOCUS</b> [(INT+COOL)/2] round down		<b>PERSEVERANCE</b> [(END+LUC)/2] round down	



















**MAX INTELLECT SKILL LEVEL RATING: RUDDY = 89 / GREEN = 84 (\*may qualify as "physical-based" skill = 99)**

Administration.....	Def Shield Tech .....	Meteorology .....	ST Security.....
Anthrop.....	Demolitions .....	Negot/Diplomacy..	ST Sensors .....
.....	Disguise.....	Oceanography.....	ST Services .....
Appraisal .....	Ecology.....	Orion History .....	ST Weapons Op ..
.....	Electronics .....	Orion Law .....	ST Wpns Tech ....
Archaeo.....	Enviosuit Op.....	Pers Wpn Tech ....	Stealth/Hide*.....
.....	Forgery.....	Philosophy .....	Streetwise .....
Art*.....	Gaming.....	.....	Surveillance.....
.....	Gambling.....	Physics .....	Survival*.....
Astron/Astrophys. ....	Geology.....	Psych .....	.....
Biology .....	History.....	.....	Torture.....
Botany .....	.....	Scrounge .....	Track/Evade .....
Bribery.....	Instruction.....	Seduction*.....	Trade & Comm....
Burglary .....	Interrogation.....	Shuttle Pilot.....	Trivia.....
Carousing*.....	Intimidate.....	Shuttle Sys Tech...	.....
Chemistry.....	Lang.....	Sm Equip Tech ....	Variable-G Op*....
Combat H-T-H*.....	.....	Sm Unit Tactics....	Vehicle Op.....
Marks, Modern*.....	Law .....	Sports*.....	.....
..... Armed*.....	.....	.....	Warp Drive Tech ..
..... Archaic*.....	Leadership .....	ST Cbt Tac/Str.....	Zoology.....
Computer Op.....	Life Support Tech.....	ST Comm Proc.....	.....
Computer Tech.....	Materials Science.....	ST Comm Tech .....	.....
Culture.....	Mechanics .....	ST Engineering .....	.....
.....	Medicine.....	ST Helm.....	.....
Damage Ctrl Proc.....	.....	ST Navigation.....	.....

<b>ACTION POINTS</b>	<b>UNCONSCIOUS SAVES</b>	NATURAL	<u>WOUND</u>	<u>FATIGUE</u>	<u>STUN</u>	LUC POOL	PSI VECTOR (((INT+CHA+PSI)/3) RD)
1		CURRENT					
2		SAVE @ (END 1/2) rd	<u>ATTRIBUTE FATIGUE EFFECTS</u>				
3							
4		SAVE (END 1/4) rd	<u>BARE HAND DAMAGE</u> _____ H-T-H SKILL BONUS + _____ TOTAL = _____			<b>TO-HIT TABLE</b> (SKILL + DEX)/2=TOHIT DAMAGE	
5		UNC (END 1/10) rd	<u>WEAPON DAMAGE</u> _____ STR BONUS + _____ SKILL BONUS + _____ TOTAL = _____			Modern _____ PER SETTING _____ H-T-H _____ _____ _____ _____ _____	

[illegible]

(SKILL + DEX)/2=TOHIT DAMAGE

6	ACTION POINT TABLE		 = OPPORTUNITY ACTION
	POSITION CHANGE		
7		Turn in Place	1
		Stand-to-Sit (reverse)	1
8		Stand-to-Kneel (reverse)	1
		Kneel-to-Prone (reverse)	1
9	MOVEMENT		
		Walk 1sq Orthogonal	1
10		Diagonal	1.5
		Evade 1sq Orthogonal	2
11		Diagonal	3
		Crawl 1sq Orthogonal	2
12		Diagonal	3
		Run for Full Turn	1/2 all AP
13		Climb Stairs/Ladder	2x AP
		Climb Rope	3x AP
14		Swim	2x AP
	EQUIPMENT / WEAPON USAGE		
		Short Communication	1
		Draw and Ready Device	2
		Operate Familiar Device	2
		Draw and Ready Weapon	2
		Aim Weapon	2
		Quick Draw and Fire	3
		Fire Ready Weapon	1
		Throw Ready Weapon	1
		Adjust Weapon Settings	2
		Reload Weapon	2
	COMBAT / EVASION		
		Attack	min. 3
		Parry/Defend	min. 2
		Dodge	min. 3
		Duck Thrown Weapon	2
		Hide in Same Square	1
		Hide in Adjacent Square	4
		Roll Sideways	2
		Drop-to-Ready	1
		Drop-to-Prone	0
		Dive-to-Prone	2
		Dive Roll	4
		Flying Tackle	min. 4
	TERRAIN MULTIPLIERS		
		Clear, Road or Path	1x AP
		Hills, Light Vegetation	2x AP
		Swampy, Rocky, Hvy Veg	3x AP
		Cliffs, Rough Terrain	2x-4x AP

POSITION	CHANGE	
Turn in Place		1
Stand-to-Sit (reverse)		1
Stand-to-Kneel (reverse)		1
Kneel-to-Prone (reverse)		1
MOVEMENT		
Walk 1sq	Orthogonal	1
	Diagonal	1.5
Evade 1sq	Orthogonal	2
	Diagonal	3
Crawl 1sq	Orthogonal	2
	Diagonal	3
Run for Full Turn		1/2 all AP
Climb Stairs/Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
EQUIPMENT/WEAPON USAGE		
Short Communication		1
Draw and Ready Device		2
Operate Familiar Device		2
Draw and Ready Weapon		2
Aim Weapon		2
Quick Draw and Fire		3
Fire Ready Weapon		1
Throw Ready Weapon		1
Adjust Weapon Settings		2
Reload Weapon		2
COMBAT/EVASION		
Attack		min. 3
Parry/Defend		min. 2
Dodge		min. 3
Duck Thrown Weapon		2
Hide in Same Square		1
Hide in Adjacent Square		4
Roll Sideways		2
Drop-to-Ready		1
Drop-to-Prone		0
Dive-to-Prone		2
Dive Roll		4
Flying Tackle		min. 4
TERRAIN MULTIPLIERS		
Clear, Road or Path		1x AP
Hills, Light Vegetation		2x AP
Swampy, Rocky, Hvy Veg		3x AP
Cliffs, Rough Terrain		2x-4x AP

TO-HIT MODIFIERS		
TARGET	MODIFIERS	DIE MOD
	RANGE	
	Point Blank	- 15
	Short	0
	Medium	+ 15
	Long	+30
	Extreme	+45
	Size	
	<i>Specific Location</i>	+ 15
	Very Small	+30
	Small	+ 15
	Man-size	0
	Large	- 15
	Position	
	Standing	0
	Crouched	+05
	Prone	- 10
	Concealment	
	< 1/3	0
	1/3 - 2/3	+ 10
	2/3+	+30 or more
	Movement	
	Stationary	- 15
	Moving	0
	Running	+05

Target	Modifiers	Die Mod
	<b>Range</b>	
	Point Blank	- 15
	Short	0
	Medium	+ 15
	Long	+30
	Extreme	+45
	<b>Size</b>	
	<i>Specific Location</i>	+ 15
	Very Small	+30
	Small	+ 15
	Man-size	0
	Large	- 15
	<b>Position</b>	
	Standing	0
	Crouched	+05
	Prone	- 10
	<b>Concealment</b>	
	< 1/3	0
	1/3 - 2/3	+ 10
	2/3+	+30 or more
	<b>Movement</b>	
	Stationary	- 15
	Moving	0
	Running	+05

Attacker Modifiers	
Aim	
Aimed Shot	- 25
Snapshot	0
Quick Draw/Shoot	+25
Wrong Hand	+20
Simultaneous Attacks +10 each	
Movement	
Stationary	0
Moving	+05
Running	+15
Evading	+30

# SYNDICATE DATABANK

## ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	<u>TOP SKILLS</u>	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI		

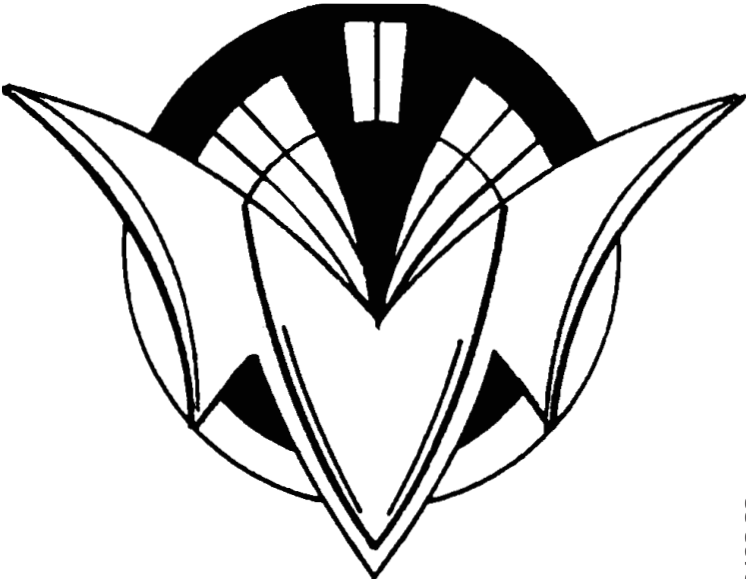
### SERVICE RECORD

HONORS

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement  
SkillsAttribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00



# Orion Spacer



ACTIVE DUTY TOURS	Schools C=Cmd D=Dept										240420.00
	Public Relations	Academy Instructor	Major Space Lanes	Minor Space Lanes	Inspection & Compliance	Outpost Support	Yard Master	Frontier	Length	Ship IOER Crew	
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
16th											
17th											
18th											
19th											
20th											


NAME	AGE
RACE	SEX
SPECIALTY	HT
RANK/TITLE	WT
ASSIGN/SHIP	HAIR
	EYES
	D.O.B
	P.O.B
	SOCIO CLASS
	CREDITS

Name





















STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down +05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down	

**MAX INTELLECT SKILL LEVEL RATING: RUDDY = 89 / GREEN = 84 (\*may qualify as "physical-based" skill = 99)**

Administration.....	Def Shield Tech .....	Meteorology .....	ST Security.....
Anthrop.....	Demolitions .....	Negot/Diplomacy..	ST Sensors .....
	Disguise.....	Oceanography.....	ST Services .....
Appraisal .....	Ecology.....	Orion History .....	ST Weapons Op ..
	Electronics .....	Orion Law .....	ST Wpns Tech ....
Archaeo.....	Enviosuit Op.....	Pers Wpn Tech ....	Stealth/Hide*.....
	Forgery.....	Philosophy .....	Streetwise .....
Art*.....	Gaming.....		Surveillance.....
	Gambling.....	Physics .....	Survival*.....
Astron/Astrophys. ....	Geology.....	Psych .....	
Biology .....	History.....		Torture.....
Botany .....		Scrounge .....	Track/Evade .....
Bribery.....	Instruction.....	Seduction*.....	Trade & Comm.....
Burglary .....	Interrogation.....	Shuttle Pilot.....	Trivia.....
Carousing*.....	Intimidate.....	Shuttle Sys Tech...	
Chemistry.....	Lang.....	Sm Equip Tech ....	Variable-G Op*....
Combat H-T-H*.....		Sm Unit Tactics....	Vehicle Op.....
Marks, Modern*.....	Law .....	Sports*.....	
Armed*.....			Warp Drive Tech ..
Archaic*.....	Leadership .....	ST Cbt Tac/Str.....	Zoology.....
Computer Op.....	Life Support Tech.....	ST Comm Proc.....	
Computer Tech.....	Materials Science.....	ST Comm Tech .....	
Culture.....	Mechanics .....	ST Engineering .....	
	Medicine.....	ST Helm.....	
Damage Ctrl Proc.....		ST Navigation.....	

ACTION POINTS	UN CON SC I OUS S A V E S	NATURAL	<u>WOUND</u> <u>FATIGUE</u> <u>STUN</u>			LUC POOL <div>NATURAL</div>	PSI VECTOR (((INT+CHA+PSI)/3) RD																
1		CURRENT	<u>ATTRIBUTE FATIGUE EFFECTS</u>																				
2		SAVE @ (END 1/2) rd																					
3																							
4		SAVE (END 1/4) rd	<u>BARE HAND DAMAGE</u> _____ H-T-H SKILL BONUS + _____ TOTAL = _____					<div>TO-HIT TABLE</div> <div>((SKILL + DEX)/2=TOHIT DAMAGE)</div> <table><tr><td>Modern</td><td>_____</td><td>PER SETTING</td></tr><tr><td>H-T-H</td><td>_____</td><td></td></tr><tr><td></td><td>_____</td><td></td></tr><tr><td></td><td>_____</td><td></td></tr><tr><td></td><td>_____</td><td></td></tr><tr><td></td><td>_____</td><td></td></tr></table>	Modern	_____	PER SETTING	H-T-H	_____			_____			_____			_____	
Modern	_____	PER SETTING																					
H-T-H	_____																						
	_____																						
	_____																						
	_____																						
	_____																						
5	UNC (END 1/10) rd	<u>WEAPON DAMAGE</u> STR BONUS + _____ SKILL BONUS + _____ TOTAL = _____																					

[illegible]

ACTION POINT TABLE		 = OPPORTUNITY ACTION
POSITION CHANGE		
	Turn in Place	1
	Stand-to-Sit (reverse)	1
	Stand-to-Kneel (reverse)	1
	Kneel-to-Prone (reverse)	1
MOVEMENT		
	Walk 1sq Orthogonal	1
	Diagonal	1.5
	Evade 1sq Orthogonal	2
	Diagonal	3
	Crawl 1sq Orthogonal	2
	Diagonal	3
	Run for Full Turn	1/2 all AP
	Climb Stairs/Ladder	2x AP
	Climb Rope	3x AP
	Swim	2x AP
EQUIPMENT/WEAPON USAGE		
	Short Communication	1
	Draw and Ready Device	2
	Operate Familiar Device	2
	Draw and Ready Weapon	2
	Aim Weapon	2
	Quick Draw and Fire	3
	Fire Ready Weapon	1
	Throw Ready Weapon	1
	Adjust Weapon Settings	2
	Reload Weapon	2
COMBAT/EVASION		
	Attack	min. 3
	Parry/Defend	min. 2
	Dodge	min. 3
	Duck Thrown Weapon	2
	Hide in Same Square	1
	Hide in Adjacent Square	4
	Roll Sideways	2
	Drop-to-Ready	1
	Drop-to-Prone	0
	Dive-to-Prone	2
	Dive Roll	4
	Flying Tackle	min. 4
TERRAIN MULTIPLIERS		
	Clear, Road or Path	1x AP
	Hills, Light Vegetation	2x AP
	Swampy, Rocky, Hvy Veg	3x AP
	Cliffs, Rough Terrain	2x-4x AP

SYNDICATE

DATABANK

ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI		

SERVICE RECORD

HONORS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

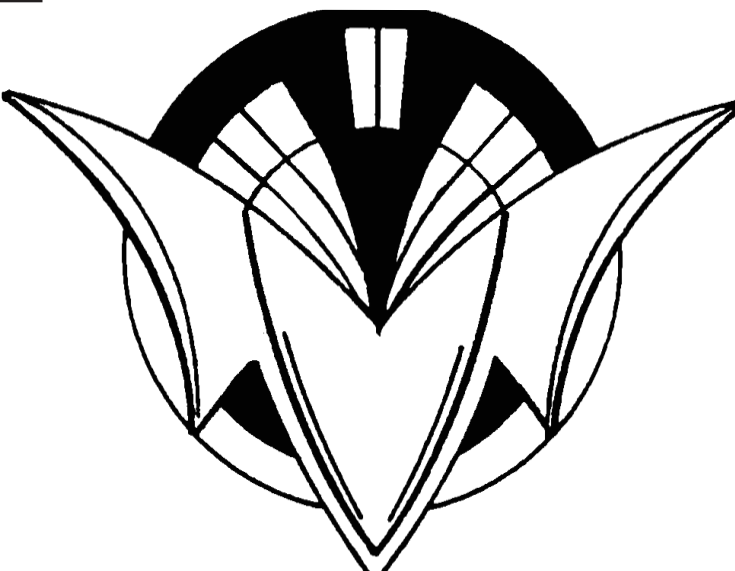
TERM 11

TERM 12

TERM 13

TERM 14

\_\_\_\_\_ YEARS SERVED



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Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement  
SkillsAttribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Basic

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Directions

240420.00



1

2

3

4

5

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE @  
(END 1/2) rd

SAVE  
(END 1/4) rd

UNC  
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC POOL

NATURAL

PSI VECTOR

(((INT+CHA+PSI)/3) RD

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

67891011121314

ACTION POINT TABLE

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

Attacker Modifiers

SYNDICATE

DATABANK

ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI		

SERVICE RECORD

HONORS	
--------	--

ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

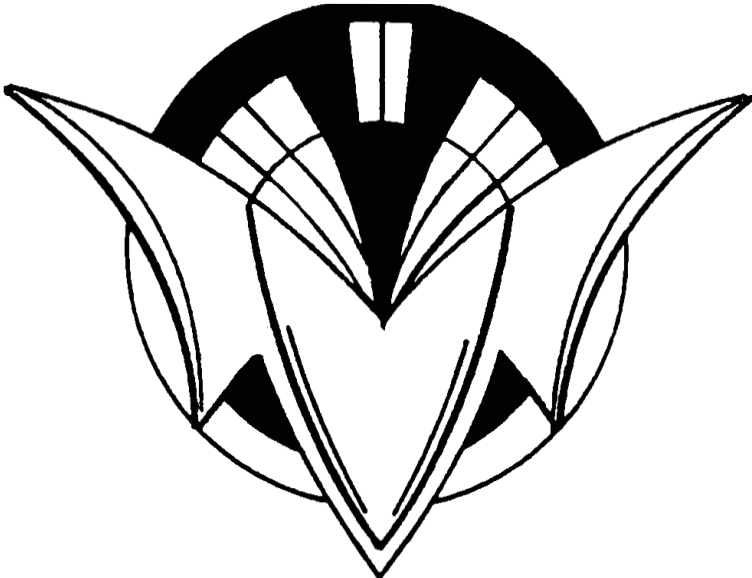
TERM 10

TERM 11

TERM 12

TERM 13

TERM 14



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Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Basic

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Basic

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00



# Grey Orion



ACTIVE  
DUTY  
TOURS

- 1st
- 2nd
- 3rd
- 4th
- 5th
- 6th
- 7th
- 8th
- 9th
- 10th
- 11th
- 12th
- 13th
- 14th
- 15th
- 16th
- 17th
- 18th
- 19th
- 20th

Powerful, Mobile  
Powerful, Estate  
Starliner/Fleet  
Big City, Powerful  
Big City, Common  
Small City  
Troupe/Perform  
Busy Outpost  
Lone Outpost  
Length  
Study Enviro

NAME \_\_\_\_\_

## RACE

## GREY ORION

## SPECIALTY

**TITLE**

## ASSIGN

## General Tour Notes

**AGE**

**SEX**

HTWT

## HAIR

## EYES

D.O.B

**P.O.B**


**H  
Factor**

**SOCIO  
CLASS**



















## CREDITS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
<b>FOOLIES</b> $\lceil (CHA+COOL)/2 \rceil$ round down +05		<b>PERCEPTION</b> $\lceil (INT+LUC)/2 \rceil$ round down		<b>FOCUS</b> $\lceil (INT+COOL)/2 \rceil$ round down		<b>PERSEVERANCE</b> $\lceil (END+LUC)/2 \rceil$ round down	

Administration.....	History .....	ST Comm Proc.....
Anthrop .....	.....	ST Comm Tech.....
.....	Instruction .....	ST Engineering.....
Appraisal .....	Lang .....	ST Navigation.....
.....	.....	ST Sensors.....
Archaeo .....	Law .....	ST Services .....
.....	.....	Surveillance.....
Art .....	Life Support Tech .....	Survival.....
.....	Materials Science .....	.....
Astron/Astrophys.....	Mechanics .....	Trade & Comm.....
Biology.....	Medicine .....	Trivia.....
Botany .....	.....	Warp Drive Tech .....
Bribery.....	Meteorology .....	Zoology.....
Burglary.....	Negot/Diplomacy .....	.....
Chemistry.....	Oceanography.....	.....
Computer Op.....	Orion History .....	.....
Computer Tech.....	Orion Law.....	.....
Culture .....	Philosophy.....	.....
.....	.....	.....
Ecology .....	Physics.....	.....
Electronics.....	Psych.....	.....
Enviosuit Op .....	.....	.....
Forgery.....	Scrounge.....	.....
Gaming .....	Sm Equip Tech .....	.....
Gambling .....	Sports .....	.....
Geology.....	.....	.....

ACTION POINTS	UN CON SC I OUS  S A V E S	NATURAL	<u>WOUND</u> <u>FATIGUE</u> <u>STUN</u>			LUC POOL <div>NATURAL</div>	PSI VECTOR (((INT+CHA+PSI)/3) RD	
1		CURRENT	<u>ATTRIBUTE FATIGUE EFFECTS</u>					
2		SAVE @ (END 1/2) rd						
3		SAVE (END 1/4) rd	<u>BARE HAND DAMAGE</u> _____					<b>TO-HIT TABLE</b> (SKILL + DEX)/2=TOHIT DAMAGE
4		UNC (END 1/10) rd	<u>WEAPON DAMAGE</u> _____					
5		H-T-H SKILL BONUS + _____			<u>H-T-H</u> ..... ..			
			TOTAL = _____			..... ..		
			STR BONUS + _____			..... ..		
			SKILL BONUS + _____			..... ..		
			TOTAL = _____			..... ..		

[illegible]

6	ACTION POINT TABLE		 = OPPORTUNITY ACTION
	POSITION	CHANGE	
7		Turn in Place	1
		Stand-to-Sit (reverse)	1
8		Stand-to-Kneel (reverse)	1
		Kneel-to-Prone (reverse)	1
9	MOVEMENT		
	Walk 1sq	Orthogonal	1
10		Diagonal	1.5
	Evade 1sq	Orthogonal	2
11		Diagonal	3
	Crawl 1sq	Orthogonal	2
12		Diagonal	3
	Run for Full Turn		1/2 all AP
13		Climb Stairs/Ladder	2x AP
		Climb Rope	3x AP
14		Swim	2x AP
	EQUIPMENT / WEAPON USAGE		
		Short Communication	1
		Draw and Ready Device	2
		Operate Familiar Device	2
		Draw and Ready Weapon	2
		Aim Weapon	2
		Quick Draw and Fire	3
		Fire Ready Weapon	1
		Throw Ready Weapon	1
		Adjust Weapon Settings	2
		Reload Weapon	2
	COMBAT / EVASION		
		Attack	min. 3
		Parry/Defend	min. 2
		Dodge	min. 3
		Duck Thrown Weapon	2
		Hide in Same Square	1
		Hide in Adjacent Square	4
		Roll Sideways	2
		Drop-to-Ready	1
		Drop-to-Prone	0
		Dive-to-Prone	2
		Dive Roll	4
		Flying Tackle	min. 4
	TERRAIN MULTIPLIERS		
		Clear, Road or Path	1x AP
		Hills, Light Vegetation	2x AP
		Swampy, Rocky, Hvy Veg	3x AP
		Cliffs, Rough Terrain	2x-4x AP

# SYNDICATE DATABANK

## ORION NAVAL INFONET PERSONNEL RECORDS

NAME	AGE	STR	<u>TOP SKILLS</u>	
RACE	SEX	END	1.	
POB	HT	INT	2.	
BRANCH	WT	DEX	3.	
RANK	HAIR	CHA	4.	
CURRENT ASSIGNMENT	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI		

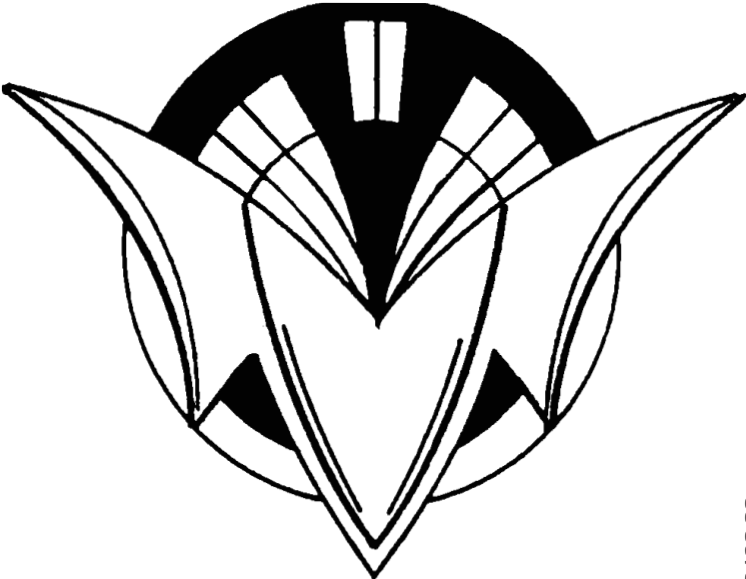
### SERVICE RECORD

HONORS

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



## Personal Notes and Lifepath

## Areas of Improvement

## Skills

## Attribute

- 1.
- 2.
- 3.

### 3.

## Awards and Honors

Siblings	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E

## Cadet

## Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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## Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

## History and Notes

## Dreams and Directions

# GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

[illegible]

Administration.....	Demolitions .....	Oceanography.....	ST Weapons Op .....
Anthrop.....	Disguise.....	Pers Wpn Tech .....	ST Wpns Tech .....
.....	Ecology.....	Philosophy.....	Stealth/Hide .....
Appraisal.....	Electronics .....	.....	Streetwise .....
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych .....	Survival.....
.....	Gaming.....	.....	.....
Art.....	Gambling.....	Scrounge .....	Torture .....
.....	Geology.....	Seduction.....	Track/Evade .....
Astron/Astrophys.....	History.....	Shuttle Pilot.....	Trade & Comm....
Biology.....	.....	Shuttle Sys Tech...	Transporter Op ...
Botany .....	Instruction.....	Sm Equip Tech .....	Transporter Tech.....
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary .....	Intimidate.....	Sports.....	.....
Carousing .....	Lang.....	.....	Variable-G Op .....
Chemistry.....	.....	ST Cloaking Proc ..	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...	.....
Marks, Modern.....	.....	ST Cbt Tac/Str.....	Warp Drive Tech .....
Armed.....	Leadership .....	ST Comm Proc.....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech .....	.....
Computer Op.....	Materials Science..	ST Engineering .....	.....
Computer Tech.....	Mechanics.....	ST Helm .....	.....
Culture.....	Medicine .....	ST Navigation.....	.....
.....	.....	ST Security.....	.....
Damage Ctrl Proc..	Meteorology.....	ST Sensors.....	.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services .....	.....

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND			FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR
		CURRENT							((INT+CHA+PSI)/3) RD
		SAVE (END 1/2 rd)	ATTRIBUTE			FATIGUE	EFFECTS		
		SAVE (END 1/4 rd)	BARE HAND DAMAGE						
UNC (END 1/10 rd)	H-T-H SKILL BONUS +								
			TOTAL =						
			WEAPON DAMAGE						
			STR BONUS +						
			SKILL BONUS +						
			TOTAL =						
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									

240611.00

ACTION POINT TABLE

A = OPPORTUNITY ACTION

POSITION	CHANGE	
A	Turn in Place	1
	Stand-to-Sit (reverse)	1
A	Stand-to-Kneel (reverse)	1
A	Kneel-to-Prone (reverse)	1
MOVEMENT		
Walk 1sq	Orthogonal	1
	Diagonal	1.5
Evade 1sq	Orthogonal	2
	Diagonal	3
Crawl 1sq	Orthogonal	2
	Diagonal	3
Run for Full Turn		1/2 all AP
Climb Stairs/Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
EQUIPMENT / WEAPON USAGE		
A	Short Communication	1
	Draw and Ready Device	2
A	Operate Familiar Device	2
	Draw and Ready Weapon	2
	Aim Weapon	2
A	Quick Draw and Fire	3
A	Fire Ready Weapon	1
A	Throw Ready Weapon	1
	Adjust Weapon Settings	2
	Reload Weapon	2
COMBAT / EVASION		
A	Attack	min. 3
A	Parry/Defend	min. 2
A	Dodge	min. 3
A	Duck Thrown Weapon	2
A	Hide in Same Square	1
A	Hide in Adjacent Square	4
A	Roll Sideways	2
A	Drop-to-Ready	1
A	Drop-to-Prone	0
A	Dive-to-Prone	2
A	Dive Roll	4
	Flying Tackle	min. 4
TERRAIN MULTIPLIERS		
	Clear, Road or Path	1x AP
	Hills, Light Vegetation	2x AP
	Swampy, Rocky, Hvy Veg	3x AP
	Cliffs, Rough Terrain	2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern	PER SETTING
H-T-H	
	</

# DATABANK

## INFONET PUBLIC PERSONNEL RECORDS

NAME  SPECIES                      POB  BRANCH  RANK  CURRENT ASSIGNMENT	AGE  SEX  HT  WT  HAIR  EYES  D.O.B.	STR  END  INT  DEX  CHA  COOL  LUC  PSI	<u><b>TOP SKILLS</b></u> 1.  2.  3.  4.  5.  <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F </div>
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## RECORD

LAUDATIONS

**ASSIGNMENTS**
\_\_\_\_\_ YEARS SERVED

PRETERM  
TERM 1  
TERM 2  
TERM 3  
TERM 4  
TERM 5  
TERM 6  
TERM 7  
TERM 8  
TERM 9  
TERM 10  
TERM 11  
TERM 12  
TERM 13  
TERM 14

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00



# GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

NOTES									
1st									
2nd									
3rd									
4th									
5th									
6th									
7th									
8th									
9th									
10th									
11th									
12th									
13th									
14th									
15th									
16th									
17th									
								<b>CREDITS</b>	
<b>STR</b>	<b>END</b>	<b>INT</b>	<b>DEX</b>	<b>CHA</b>	<b>COOL</b>	<b>LUC</b>	<b>PSI</b>		
<b>FOOLIES</b> ((CHA+COOL)/2) round down		<b>PERCEPTION</b> ((INT+LUC)/2) round down		<b>FOCUS</b> ((INT+COOL)/2) round down		<b>PERSEVERANCE</b> ((END+LUC)/2) round down			
						((INT+LUC)/2) round down			

Administration.....	Demolitions .....	Oceanography.....	ST Weapons Op .....
Anthrop.....	Disguise.....	Pers Wpn Tech ....	ST Wpns Tech ....
.....	Ecology.....	Philosophy .....	Stealth/Hide .....
Appraisal.....	Electronics .....	.....	Streetwise .....
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych .....	Survival .....
.....	Gaming.....	.....	.....
Art.....	Gambling.....	Scrounge .....	Torture .....
.....	Geology.....	Seduction.....	Track/Evade .....
Astron/Astrophys. ....	History.....	Shuttle Pilot.....	Trade & Comm....
Biology.....	.....	Shuttle Sys Tech...	Transporter Op...
Botany .....	Instruction.....	Sm Equip Tech ....	Transporter Tech. ....
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary .....	Intimidate.....	Sports.....	.....
Carousing .....	Lang.....	.....	Variable-G Op .....
Chemistry.....	.....	ST Cloaking Proc ..	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...	.....
Marks, Modern.....	.....	ST Cbt Tac/Str.....	Warp Drive Tech .....
Armed.....	Leadership .....	ST Comm Proc .....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech .....	.....
Computer Op.....	Materials Science..	ST Engineering .....	.....
Computer Tech.....	Mechanics.....	ST Helm .....	.....
Culture.....	Medicine .....	ST Navigation.....	.....
.....	.....	ST Security.....	.....
Damage Ctrl Proc.....	Meteorology.....	ST Sensors.....	.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services .....	.....

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

UNCONSCIOUS

NATURAL

CURRENT

SAVE  
(END 1/2 rd)

SAVE  
(END 1/4 rd)

UNC  
(END 1/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE \_\_\_\_\_

H-T-H SKILL BONUS + \_\_\_\_\_

TOTAL = \_\_\_\_\_

WEAPON DAMAGE \_\_\_\_\_

STR BONUS + \_\_\_\_\_

SKILL BONUS + \_\_\_\_\_

TOTAL = \_\_\_\_\_

LUC

POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

ACTION POINT TABLE

A=OPPORTUNITY ACTION

POSITION CHANGE

A Turn in Place 1

Stand-to-Sit (reverse) 1

A Stand-to-Kneel (reverse) 1

A Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn 1/2 all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT/WEAPON USAGE

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT/EVASION

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive-to-Prone 2

A Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

TO-HIT MODIFIERS

TARGET MODIFIERS

RANGE

Point Blank - 15

Short 0

Medium + 15

Long +30

Extreme +45

Size

Specific Location + 15

Very Small +30

Small + 15

Man-size 0

Large - 15

Position

Standing 0

Crouched +05

Prone - 10

Concealment

< 1/3 0

1/3 - 2/3 +10

2/3+ +30Or more

Movement

Stationary - 15

Moving 0

Running +05

Attacker Modifiers

Aim

Aimed Shot - 25

Snapshot 0

Quick Draw/Shoot +25

Wrong Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +05

Running + 15

Evading +30

# DATABANK

## INFONET PUBLIC PERSONNEL RECORDS

NAME  SPECIES                      POB  BRANCH  RANK  CURRENT ASSIGNMENT	AGE  SEX  HT  WT  HAIR  EYES  D.O.B.	STR  END  INT  DEX  CHA  COOL  LUC  PSI	<u><b>TOP SKILLS</b></u> 1.  2.  3.  4.  5.  <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F </div>
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## RECORD

LAUDATIONS

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\_\_\_\_\_ YEARS SERVED

PRETERM  
TERM 1  
TERM 2  
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TERM 9  
TERM 10  
TERM 11  
TERM 12  
TERM 13  
TERM 14

Name

Homeworld

Childhood

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	Living	Age	Feelings	Standing
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Lifepath

Academy

Cadet

- Term
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History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
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- 8
- 9
- 10

240420.00

# GENERIC ADVERSARY SHEET

NAME	AGE
	SEX
SPECIES	P.O.B.
	HT
CAREER	WT
	HAIR
POSITION	EYES
	D.O.B.
ASSIGNMENT	

[illegible]

Administration.....	Demolitions .....	Oceanography.....	ST Weapons Op .....
Anthrop.....	Disguise.....	Pers Wpn Tech .....	ST Wpns Tech .....
.....	Ecology.....	Philosophy.....	Stealth/Hide .....
Appraisal.....	Electronics .....	.....	Streetwise .....
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych.....	Survival.....
.....	Gaming.....	.....	.....
Art.....	Gambling.....	Scrounge .....	Torture .....
.....	Geology.....	Seduction.....	Track/Evade .....
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Culture.....	Medicine .....	ST Navigation.....	.....
.....	.....	ST Security.....	.....
Damage Ctrl Proc.....	Meteorology.....	ST Sensors.....	.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services .....	.....

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND			FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR ((INT+CHA+PSI)/3) RD																																																																																																							
		CURRENT																																																																																																														
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ACTION POINT TABLE ⚡=OPPORTUNITY ACTION

POSITION CHANGE	
⚡ Turn in Place	1
Stand-to-Sit (reverse)	1
⚡ Stand-to-Kneel (reverse)	1
⚡ Kneel-to-Prone (reverse)	1
MOVEMENT	
Walk 1sq Orthogonal	1
Diagonal	1.5
Evade 1sq Orthogonal	2
Diagonal	3
Crawl 1sq Orthogonal	2
Diagonal	3
Run for Full Turn	1/2 all AP
Climb Stairs/Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
EQUIPMENT/WEAPON USAGE	
⚡ Short Communication	1
Draw and Ready Device	2
⚡ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
⚡ Quick Draw and Fire	3
⚡ Fire Ready Weapon	1
⚡ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
COMBAT/EVASION	
⚡ Attack	min. 3
⚡ Parry/Defend	min. 2
⚡ Dodge	min. 3
⚡ Duck Thrown Weapon	2
⚡ Hide in Same Square	1
⚡ Hide in Adjacent Square	4
⚡ Roll Sideways	2
⚡ Drop-to-Ready	1
⚡ Drop-to-Prone	0
⚡ Dive-to-Prone	2
⚡ Dive Roll	4
Flying Tackle	min. 4
TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

240611.00

# DATABANK

## INFONET PUBLIC PERSONNEL RECORDS

NAME  SPECIES                      POB  BRANCH  RANK  CURRENT ASSIGNMENT	AGE  SEX  HT  WT  HAIR  EYES  D.O.B.	STR  END  INT  DEX  CHA  COOL  LUC  PSI	<b><u>TOP SKILLS</u></b> 1.  2.  3.  4.  5.  <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F  Certified? </div>
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## RECORD

LAUDATIONS

**ASSIGNMENTS**
\_\_\_\_\_ YEARS SERVED

PRETERM  
TERM 1  
TERM 2  
TERM 3  
TERM 4  
TERM 5  
TERM 6  
TERM 7  
TERM 8  
TERM 9  
TERM 10  
TERM 11  
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TERM 13  
TERM 14

Name

Homeworld

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Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
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5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Awards and Honors

Cadet

Term

- 1
- 2
- 3
- 4
- 5
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Lifepath

Academy

Cadet

- Term
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History and Notes

Dreams and Directions

240420.00



GENERIC ADVERSARY SHEET

NAME

SPECIES

CAREER

POSITION

ASSIGNMENT

P.O.B.

AGE

SEX

HT

WT

HAIR

EYES

D.O.B.

Notes

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

17th

STR

END

INT

DEX

CHA

COOL

LUC

PSI

FOOLIES  
((CHA+COOL)/2)  
round down

PERCEPTION  
((INT+LUC)/2)  
round down

FOCUS  
((INT+COOL)/2)  
round down

PERSEVERANCE  
((END+LUC)/2)  
round down

((INT+LUC)/2)  
round down

Administration.....

Demolitions .....

Oceanography.....

ST Weapons Op .....

Anthrop.....

Disguise.....

Pers Wpn Tech .....

ST Wpns Tech .....

.....

Ecology.....

Philosophy.....

Stealth/Hide .....

Appraisal.....

Electronics .....

.....

Streetwise .....

.....

Enviosuit Op.....

Physics.....

Surveillance.....

Archaeo.....

Forgery.....

Psych .....

Survival .....

.....

Gaming.....

.....

.....

Art.....

Gambling.....

Scrounge .....

Torture .....

.....

Geology.....

Seduction.....

Track/Evade .....

.....

History.....

Shuttle Pilot.....

Trade & Comm....

Astron/Astrophys.....

.....

Shuttle Sys Tech...

Transporter Op...

Biology .....

.....

Sm Equip Tech .....

Transporter Tech.....

Botany .....

Instruction.....

Sm Unit Tactics....

Trivia.....

Bribery.....

Interrogation.....

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Variable-G Op .....

Carousing.....

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Vehicle Op.....

Chemistry.....

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ST Cloaking Proc .....

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Combat H-T-H.....

Law.....

ST Cloaking Tech...

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Zoology.....

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Archaic.....

Life Support Tech.....

ST Comm Tech .....

.....

Computer Op.....

Materials Science..

ST Engineering .....

.....

Computer Tech.....

Mechanics.....

ST Helm.....

.....

Culture.....

Medicine .....

ST Navigation.....

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ST Security.....

.....

Damage Ctrl Proc.....

Meteorology.....

ST Sensors.....

.....

Def Shield Tech.....

Negot/Diplomacy.....

ST Services .....

.....

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1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

UNCONSCIOUS

SAVES

NATURAL

CURRENT

SAVE  
(END 1/2 rd)

SAVE  
(END 1/4 rd)

UNC  
(END 1/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

ACTION POINT TABLE

A = OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place 1

Stand-to-Sit (reverse) 1

Stand-to-Kneel (reverse) 1

Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn 1/2 all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT / WEAPON USAGE

Short Communication 1

Draw and Ready Device 2

Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

Quick Draw and Fire 3

Fire Ready Weapon 1

Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT / EVASION

Attack min. 3

Parry/Defend min. 2

Dodge min. 3

Duck Thrown Weapon 2

Hide in Same Square 1

Hide in Adjacent Square 4

Roll Sideways 2

Drop-to-Ready 1

Drop-to-Prone 0

Dive-to-Prone 2

Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

RANGE

Point Blank - 15

Short 0

Medium + 15

Long +30

Extreme +45

Size

Specific Location + 15

Very Small +30

Small + 15

Man-size 0

Large - 15

Position

Standing 0

Crouched +05

Prone - 10

Concealment

< 1/3 0

1/3 - 2/3 + 10

2/3+ +30 or more

Movement

Stationary - 15

Moving 0

Running +05

Attacker Modifiers

Aim

Aimed Shot - 25

Snapshot 0

Quick Draw/Shoot + 25

Wrong Hand +20

Simultaneous Attacks + 10 each

Movement

Stationary 0

Moving +05

Running + 15

Evading +30

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# DATABANK

## INFONET PUBLIC PERSONNEL RECORDS

NAME  SPECIES                      POB  BRANCH  RANK  CURRENT ASSIGNMENT	AGE  SEX  HT  WT  HAIR  EYES  D.O.B.	STR  END  INT  DEX  CHA  COOL  LUC  PSI	<b><u>TOP SKILLS</u></b> 1.  2.  3.  4.  5.  <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F  Certified? </div>
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## RECORD

LAUDATIONS

**ASSIGNMENTS**
\_\_\_\_\_ YEARS SERVED

PRETERM  
TERM 1  
TERM 2  
TERM 3  
TERM 4  
TERM 5  
TERM 6  
TERM 7  
TERM 8  
TERM 9  
TERM 10  
TERM 11  
TERM 12  
TERM 13  
TERM 14

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GENERIC ADVERSARY SHEET

NAME

SPECIES

CAREER

POSITION

ASSIGNMENT

P.O.B.

AGE

SEX

HT

WT

HAIR

EYES

D.O.B.

Notes

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

17th

STR

END

INT

DEX

CHA

COOL

LUC

PSI

FOOLIES  
((CHA+COOL)/2)  
round down

PERCEPTION  
((INT+LUC)/2)  
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FOCUS  
((INT+COOL)/2)  
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ACTION POINTS	UNCONSCIOUS SCALES	NATURAL	WOUND	FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR																																																																																										
		CURRENT					((INT+CHA+PSI)/3) RD																																																																																										
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UNC (END 1/10 rd)	H-T-H SKILL BONUS + _____																																																																																																
	TOTAL = _____																																																																																																
		WEAPON DAMAGE _____																																																																																															
		STR BONUS + _____																																																																																															
		SKILL BONUS + _____																																																																																															
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1		<div>ACTION POINT TABLE    ⚡=OPPORTUNITY ACTION</div> <table><tr><th colspan="2">POSITION CHANGE</th></tr><tr><td>⚡ Turn in Place</td><td>1</td></tr><tr><td>Stand-to-Sit (reverse)</td><td>1</td></tr><tr><td>⚡ Stand-to-Kneel (reverse)</td><td>1</td></tr><tr><td>⚡ Kneel-to-Prone (reverse)</td><td>1</td></tr><tr><th colspan="2">MOVEMENT</th></tr><tr><td>Walk 1sq Orthogonal</td><td>1</td></tr><tr><td>Diagonal</td><td>1.5</td></tr><tr><td>Evade 1sq Orthogonal</td><td>2</td></tr><tr><td>Diagonal</td><td>3</td></tr><tr><td>Crawl 1sq Orthogonal</td><td>2</td></tr><tr><td>Diagonal</td><td>3</td></tr><tr><td>Run for Full Turn</td><td>1/2 all AP</td></tr><tr><td>Climb Stairs/Ladder</td><td>2x AP</td></tr><tr><td>Climb Rope</td><td>3x AP</td></tr><tr><td>Swim</td><td>2x AP</td></tr><tr><th colspan="2">EQUIPMENT/WEAPON USAGE</th></tr><tr><td>⚡ Short Communication</td><td>1</td></tr><tr><td>Draw and Ready Device</td><td>2</td></tr><tr><td>⚡ Operate Familiar Device</td><td>2</td></tr><tr><td>Draw and Ready Weapon</td><td>2</td></tr><tr><td>Aim Weapon</td><td>2</td></tr><tr><td>⚡ Quick Draw and Fire</td><td>3</td></tr><tr><td>⚡ Fire Ready Weapon</td><td>1</td></tr><tr><td>⚡ Throw Ready Weapon</td><td>1</td></tr><tr><td>Adjust Weapon Settings</td><td>2</td></tr><tr><td>Reload Weapon</td><td>2</td></tr><tr><th colspan="2">COMBAT/EVASION</th></tr><tr><td>⚡ Attack</td><td>min. 3</td></tr><tr><td>⚡ Parry/Defend</td><td>min. 2</td></tr><tr><td>⚡ Dodge</td><td>min. 3</td></tr><tr><td>⚡ Duck Thrown Weapon</td><td>2</td></tr><tr><td>⚡ Hide in Same Square</td><td>1</td></tr><tr><td>⚡ Hide in Adjacent Square</td><td>4</td></tr><tr><td>⚡ Roll Sideways</td><td>2</td></tr><tr><td>⚡ Drop-to-Ready</td><td>1</td></tr><tr><td>⚡ Drop-to-Prone</td><td>0</td></tr><tr><td>⚡ Dive-to-Prone</td><td>2</td></tr><tr><td>⚡ Dive Roll</td><td>4</td></tr><tr><td>Flying Tackle</td><td>min. 4</td></tr><tr><th colspan="2">TERRAIN MULTIPLIERS</th></tr><tr><td>Clear, Road or Path</td><td>1x AP</td></tr><tr><td>Hills, Light Vegetation</td><td>2x AP</td></tr><tr><td>Swampy, Rocky, Hvy Veg</td><td>3x AP</td></tr><tr><td>Cliffs, Rough Terrain</td><td>2x-4x AP</td></tr></table>						POSITION CHANGE		⚡ Turn in Place	1	Stand-to-Sit (reverse)	1	⚡ Stand-to-Kneel (reverse)	1	⚡ Kneel-to-Prone (reverse)	1	MOVEMENT		Walk 1sq Orthogonal	1	Diagonal	1.5	Evade 1sq Orthogonal	2	Diagonal	3	Crawl 1sq Orthogonal	2	Diagonal	3	Run for Full Turn	1/2 all AP	Climb Stairs/Ladder	2x AP	Climb Rope	3x AP	Swim	2x AP	EQUIPMENT/WEAPON USAGE		⚡ Short Communication	1	Draw and Ready Device	2	⚡ Operate Familiar Device	2	Draw and Ready Weapon	2	Aim Weapon	2	⚡ Quick Draw and Fire	3	⚡ Fire Ready Weapon	1	⚡ Throw Ready Weapon	1	Adjust Weapon Settings	2	Reload Weapon	2	COMBAT/EVASION		⚡ Attack	min. 3	⚡ Parry/Defend	min. 2	⚡ Dodge	min. 3	⚡ Duck Thrown Weapon	2	⚡ Hide in Same Square	1	⚡ Hide in Adjacent Square	4	⚡ Roll Sideways	2	⚡ Drop-to-Ready	1	⚡ Drop-to-Prone	0	⚡ Dive-to-Prone	2	⚡ Dive Roll	4	Flying Tackle	min. 4	TERRAIN MULTIPLIERS		Clear, Road or Path	1x AP	Hills, Light Vegetation	2x AP	Swampy, Rocky, Hvy Veg	3x AP	Cliffs, Rough Terrain	2x-4x AP
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TO-HIT TABLE		
(SKILL + DEX)/2=TOHIT DAMAGE		
Modern		PER SETTING
H-T-H		

# DATABANK

## INFONET PUBLIC PERSONNEL RECORDS

NAME  SPECIES                      POB  BRANCH  RANK  CURRENT ASSIGNMENT	AGE  SEX  HT  WT  HAIR  EYES  D.O.B.	STR  END  INT  DEX  CHA  COOL  LUC  PSI	<u>TOP SKILLS</u> 1.  2.  3.  4.  5.  <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> Dept Head   Y/N </div> <div style="width: 45%;"> Cmd School   Y/N </div> </div> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> Contact Team Certified? </div> <div style="width: 45%;"> Y/N/F </div> </div>
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## RECORD

LAUDATIONS

### ASSIGNMENTS

\_\_\_\_\_ YEARS SERVED

PRETERM  
TERM 1  
TERM 2  
TERM 3  
TERM 4  
TERM 5  
TERM 6  
TERM 7  
TERM 8  
TERM 9  
TERM 10  
TERM 11  
TERM 12  
TERM 13  
TERM 14

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# Roster



INTERACTIVE  
CHARACTER  
TIMELINE

NAME

YEAR

LEGEND

# (N)PC ATTRIBUTE MATRIX

[illegible]

# (N)PC ABILITIES MATRIX

[illegible]

# PHYSICAL TRAINING

STR	END	INT	DEX	CHA	COOL	NON

# COMBAT TRAINING

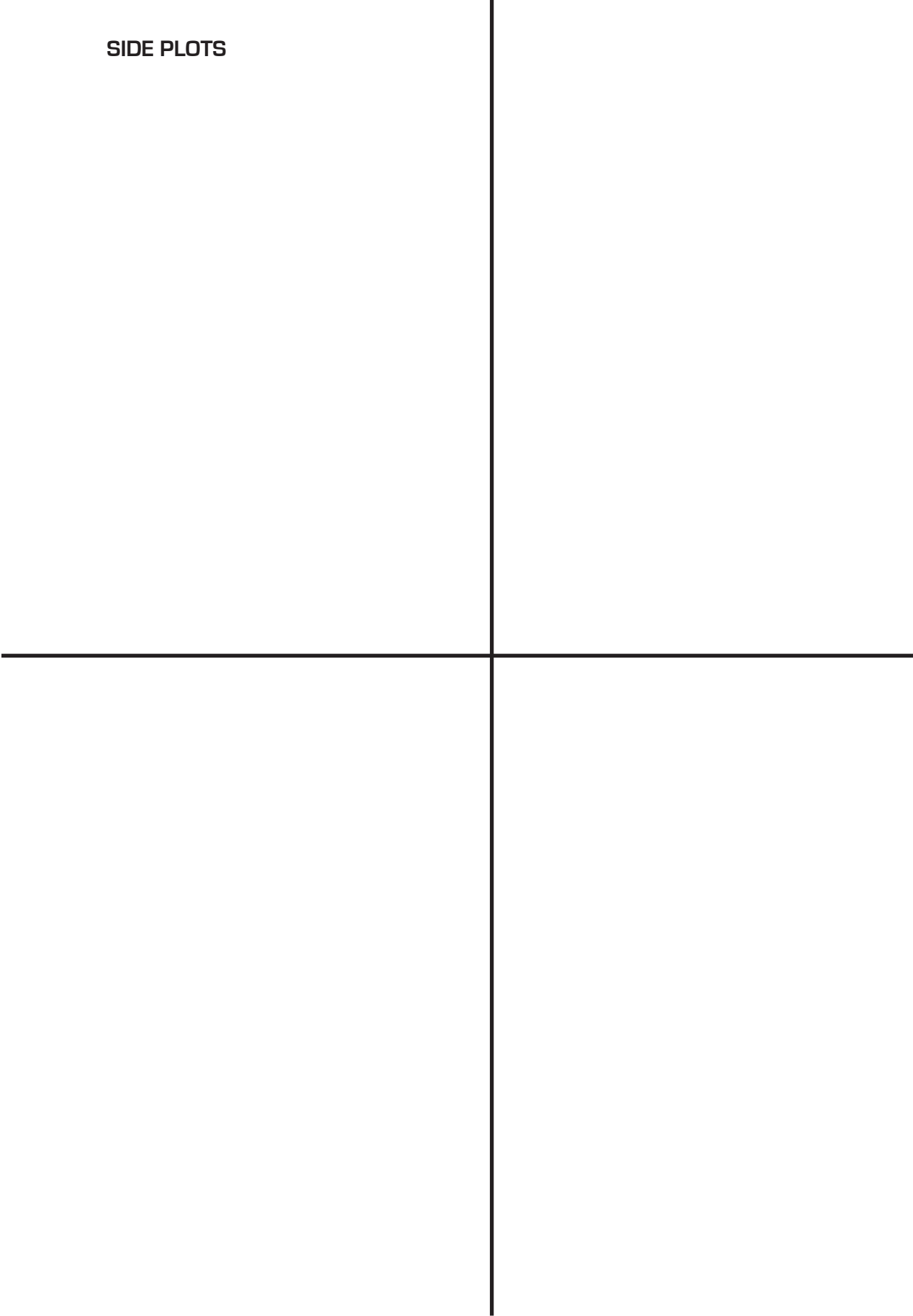
ARCHAIC	ARMED (SPECIFY)	MODERN	H - T- H

# SKILL TRAINING

LIST SKILL HEADERS WITH STUDENTS UNDERNEATH

--	--

SIDE PLOTS



# GM NOTES

FAMILY DRAMATICS AND LIFE PATH

MORE COMPLICATIONS

ONLY CHILD

1ST BORN

TWINS

DEAD PARENT(S)/SIB(S) & CAUSE

HATREDS AND HEROES

PAST COMPLICATIONS

**Encounter Dossier**

**Encounter Dossier**

**STAR TREK: THE ROLE PLAYING GAME 40<sup>TH</sup>**

**NPC ROSTER ADVERSARY II**



**Jack Photon's 4.0<sup>TH</sup> FRANTHERARY Revision**



**240401.01**

**STAR TREK: THE ROLE PLAYING GAME 40<sup>TH</sup>**

**NPC ROSTER ADVERSARY II**



**Jack Photon's 4.0<sup>TH</sup> FRANTHERARY Revision**





# *Star Trek: The Role Playing Game*™

Jack Photon's 4.0th Fantaversary Revision

## NPC Roster: Adversaries II

A blank set of four sheets for each of  
25 Adversaries in your campaign.

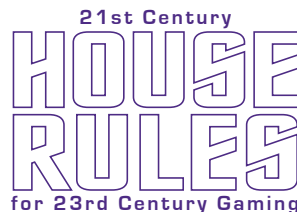
Personal Notes

Character Sheet

Back Sheet

Universal Profile

PLUS Lists, Profile and Cross-Reference Charts



"To explore strange new worlds.  
To seek out new life and new civilizations.  
To boldly go where none a'gone a'fore."



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Jack Photon's 3rd Edition Framework, ©2022  
Jack Photon's 4.0th Fantaversary Revision, ©2024 | ©1984~2000, 2020-2024  
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